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United States Naval Postgraduate School



THEESIS

CAI-BASIC

A Program to Teach the
Programming Language "BASIC"

by

Thomas Anthony Barry

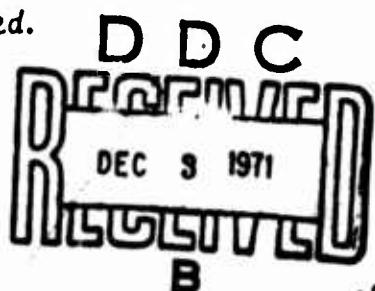
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September 1971

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Security Classification

14 KEY WORDS	LINK A		LINK B		LINK C	
	ROLE	WT	ROLE	WT	ROLE	WT
Computer aided instruction						
Computer assisted instruction						
Programmed instruction						

DD FORM 1473 (BACK)

1 NOV 68
S/N 0101-807-6821

122

Security Classification

J-31409

Security Classification

DOCUMENT CONTROL DATA - R & D

(Security classification of title, body of abstract and indexing annotation must be entered when the overall report is classified)

1. ORIGINATING ACTIVITY (Corporate author) Naval Postgraduate School Monterey, California 93940		2a. REPORT SECURITY CLASSIFICATION Unclassified
2b. GROUP		
3. REPORT TITLE CAI-BASIC A program to Teach the Programming Language "BASIC"		
4. DESCRIPTIVE NOTES (Type of report and, inclusive dates) Master's Thesis; September 1971		
5. AUTHOR(S) (First name, middle initial, last name) Thomas Anthony Barry		
6. REPORT DATE September 1971	7a. TOTAL NO. OF PAGES	7b. NO. OF REFS 10
8a. CONTRACT OR GRANT NO.	8c. ORIGINATOR'S REPORT NUMBER(S)	
b. PROJECT NO.	8d. OTHER REPORT NO(S) (Any other numbers that may be assigned this report)	
c.	d.	
10. DISTRIBUTION STATEMENT Approved for public release; distribution unlimited.		
11. SUPPLEMENTARY NOTES	12. SPONSORING MILITARY ACTIVITY Naval Postgraduate School Monterey, California 93940	
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A Program to Teach the
Programming Language "BASIC"

by

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Submitted in partial fulfillment of the
requirements for the degree of

MASTER OF SCIENCE IN COMPUTER SCIENCE

from the

NAVAL POSTGRADUATE SCHOOL
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ABSTRACT

This paper presents a computer aided instruction program that fulfills the objectives of teaching a simple programming language, interpreting student responses, and executing and editing student programs. The CAI-BASIC program is written in FORTRAN IV, level G, and executes on IBM- 2741 terminals while running under the CP-67/CMS time sharing system on the U.S. Naval Postgraduate School's IBM-360/67 computer system. The instructional phase of CAI-BASIC presents the fundamentals of "BASIC," a simple user oriented language, in seven lessons. During the instructional sessions the student is presented material and, based on his response to questions, he is routed to the next sequence of instructions. The execution phase of CAI-BASIC allows execution of "BASIC" programs, and has an optional debug feature that provides a trace of program variables to aid the student in finding programming errors. In the event of programming errors the user may enter an edit mode to correct mistakes in his program.

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I. INTRODUCTION

During the last few years many sophisticated projects in Computer Assisted Instruction (CAI) have evolved. The potential of this area has captured the imagination of researchers and the public at large. Yet the U. S. COMMISSION ON INSTRUCTIONAL TECHNOLOGY (ref. 9) found that the status of instructional technology in American Education was low in both quantity and quality. There are many reasons that CAI has not been accepted with any marked degree of enthusiasm by educators in general. The major reasons are the exorbitant costs of individualized instruction and illusions over just what CAI is.

A. DEFINITION OF CAI

Computer Assisted Instruction is machine augmented instruction that differs from Programmed Instruction or simple page turning machines in that the computer system has logic and memory capabilities to assist in the instructional process. The main advantage in CAI is that it can individualize education. A student can proceed at his own pace, spending more time on difficult material, and quickly covering material which comes easy to him.

B. CAI DEVELOPMENTS

A. G. OETTINGER, in his book RUN, COMPUTER, RUN (ref. 6) states that educators and the computer industry are equally to blame for the failure of CAI to realize its potential. Instructional technology has been force fed,

oversold, and prematurely applied; and as a result the educators are wary of false promises. OETTINGER feels that colleges and universities will be an effective proving ground for future educational technology. However, at the present time, of the thousands of colleges and universities in the nation only twenty-five are considered major CAI centers.¹

A common problem confronting the nation's colleges and universities is that of providing instruction in elementary computer programming.² The popularity of the computer science field, and the range of application of computers in everyday life means that the demand for people who know how to communicate with computers is growing rapidly. The solution to the problem is the computer itself. "Whatever the state of CAI with respect to other subjects, the computer is the ideal instrument for teaching its own use."³

W. R. SMITH and J. L. YOUNG, graduate students at the Naval Postgraduate School, presented a proposal for the use of computer Assisted Instruction at the Naval Postgraduate School (ref. 10). As this introduction has done, they created an awareness for the need of CAI, and they made specific recommendations to provide a balanced program for the entire community to emulate. In particular they recommended commencing student projects to probe the potentials of CAI

1. STOLUROW, L. M., "Computer Assisted Instruction," REPORT OF A CONFERENCE, U. S. Department of HEW, p. 49, 1969.

2. FENICHEL, R. R., WEIZENBAUM, J., AND YOCHELSON, J. C. "Program to Teach Programming," COMMUNICATION OF THE ACM, v. 13, p. 141, March 1970.

3. IBID., p. 141-142.

at the Naval Postgraduate School.

It was with these ideas about using the computer to teach computer programming and providing a CAI base at the Naval Postgraduate School that CAI-BASIC was undertaken.

C. OBJECTIVES

The objective of CAI-BASIC was to develop a CAI program to teach a computer programming language on the Naval Postgraduate School's time-sharing terminals. The programming language chosen was "BASIC" (Beginners All-purpose Symbolic Instruction Code), a computer language developed at Dartmouth College in the mid-1960's. "BASIC" was selected because of its simplicity yet fairly large range of application for the user who wants to take advantage of computer processing. It was felt that "BASIC" would provide the average non-computer oriented graduate student with satisfactory results in a minimal amount of study time.

With this objective in mind three sub-goals were determined to be essential for the CAI-BASIC project: to be able to interpret student responses, to be able to execute "BASIC" programs in order to give the student sufficient programming practice, and to be able to allow editing of "BASIC" programs.

II. DESCRIPTION OF CAI-BASIC

The CAI-BASIC program is written in FORTRAN IV, level G, and executes on IBM-2741 terminals while running under CP-67/CMS Time Sharing System on the Naval Postgraduate School's IBM-360/67 Computer System. The "BASIC" language implemented in CAI-BASIC is standard non-extended "BASIC" (refs. 3, 5, 10).

The CAI-BASIC program consists of two phases; an instruction phase, and an execution and editing phase. A detailed discussion of the use of CAI-BASIC is presented in APPENDIX A.

A. INSTRUCTION PHASE

The instruction phase presents fundamental concepts common to most programming languages: identifiers, variables, iteration, branching, subroutines, built in functions, and recursion. The instruction set consists of seven lesson modules which, for reasons of coherency, are dependent upon each other. The underlying philosophy in preparing the lesson modules was that an important idea should be presented only after a need for it has clearly been established.⁴

Each lesson consists of instruction sequences followed by questions, evaluation of student responses, routing to the next sequence of instruction,

4. FENICHEL, OP. CIT., p. 142.

and a summary of the lesson followed by questions and/or problems to program.

The student is allowed to progress through the lessons at his own speed, and allowed to review lessons or execute programs at the completion of each lesson.

Student responses are interpreted by one of two methods depending upon the type of question asked. When the question is of the true-false, multiple choice or give the answer type then the response is compared with a pre-stored result. When the student is asked to reply with a "BASIC" statement or to write a "BASIC" program, the CAI-BASIC compiler interprets the "BASIC" statements for syntactic correctness. When the student writes a program he can compare his answer with a pre-stored result, and if the answer is wrong the student is shown a solution program.

B. EXECUTION PHASE

The heart of the execution phase is the "BASIC" compiler that is used at the Naval Postgraduate School's Computer Center to execute "BASIC" programs in a batch mode. This compiler, written in FORTRAN IV, level G, was modified from a batch processing compiler to a line-by-line interpreter and incorporated into the CAI-BASIC program, and called the CAI-BASIC COMPILER.

The CAI-BASIC COMPILER has an added feature to aid students in debugging programs on the terminal. The added feature is called a "DEBUG" function and it produces a list of numeric and alpha-numeric data that were put into the program; and, in addition it produces a trace of all simple variables as they are assigned values during program execution.

At the completion of program execution or when an execution error occurs, the student has an option to enter the CAI-BASIC Edit mode to correct his program one line at a time. When all editing is completed the program is executed again.

III. LIMITATIONS AND EXTENSIONS

The major limitation of CAI-BASIC is the absence of any supervision over the student's progress as he proceeds through the instruction phase. A possible extension to this project would be to add a supervisory routine to maintain the student's progress and to keep a record of his errors. Thus, having the student's progress level and error record, CAI-BASIC could be tailored to instruct the student at his own learning level. In other words, CAI-BASIC could be made into a more completely interactive teaching program (refs. 1, 4).

An additional feature that would aid the student interaction is a communication link between the student and a professor so that student questions can be answered. R. R. FENICHEL (refs. 1, 2) described how students enter a special mode to type questions during the instruction session on the terminal. Then at the beginning of the student's next instruction session, all of his previous questions are answered on the terminal. FENICHEL refers to this as the "mailbox" system. Students type questions for the "mailbox" and the professor replys with answers or pertinent information for the "mailbox."

Another limitation to the existing CAI-BASIC program is the inability of CAI-BASIC to monitor the student when he enters the execution phase to write programs. The CAI-BASIC system does not oversee the student, beyond checking for syntax errors in his program. There is no method of inspecting his

programs from a tutorial point of view in order to help with semantic programming errors.

A foreseeable development to bring CAI-BASIC into the Artificial Intelligence field would be to make CAI-BASIC an "intelligent" tutor. This would remove the present inflexibility of interpreting student responses with pre-stored answers and open the possibility of CAI-BASIC understanding the logic of student responses and student programs.

IV. CONCLUSION

As stated in the objectives, the goal of CAI-BASIC was to develop a CAI program to teach a computer programming language on the Naval Post-graduate School's terminal system. The technical aim of completing the project and bringing it to an operating level has been met. However, an evaluation of the practicality of the project is still in the speculative stage.

Several computer and non-computer oriented students have tried CAI-BASIC and they found it to be both understandable and beneficial, but a full scale evaluation of the effectiveness of CAI-BASIC as a teaching tool is not possible from this limited sampling. It is sufficient to say that initial indications are that CAI-BASIC can provide a satisfactory means of learning a simple but capable programming language in a minimal amount of time. The student's participation in the learning experience encourages him to teach himself and to practice new programming skills. It is hoped that future use of CAI-BASIC by students will demonstrate its practicality.

Although the scope of CAI-BASIC was not particularly broad, the results obtained provide a basis for future CAI projects. The foundation has been laid, and the limitations and extensions of the previous section suggest a direction for future CAI efforts. Many previous CAI projects have suffered from too many or too large a scope of objectives, and as a result they never realize any practical results. This project has met its objectives and, hopefully, future CAI projects will benefit from its results.

APPENDIX A

In its present configuration the CAI-BASIC program occupies approximately ten cylinders of private disk space and requires an overlaying routine to execute under the control of CP-67/CMS which limits users to a 175K virtual machine. The overlaying routine, written by a Naval Postgraduate School Computer Center system programmer, initially loads only lesson 1 when CAI-BASIC is loaded into core. When any lesson other than lesson 1 is used, it is overlaid onto lesson 1.

The overlaying routine allows students to log on to CP-67/CMS as general users and to link into CAI-BASIC. This allows CAI-BASIC to be available to all of the terminal stations. The user gains access to CAI-BASIC by logging on the terminal as follows:

```
login yyyygxx      (xx is the terminal nr.)  
(yyyy is your user nr.)  
ENTER PASSWORD  
npg  
ENTER 4-DIGIT PROJECT NUMBER.... ETC.  
0623cs04  
READY AT (TIME) ON (DATE)  
CP  
link 0909p 191 192  
ENTER PASSWORD  
teach  
SET TO READ ONLY  
1 cms  
CMS.. VERSION 01/21/71  
login 192 t,p  
**T (192) READ ONLY**  
teach
```

Small print is typed in by the user, and the capitalized print is the computer terminal response.

The CAI-BASIC program consists of two phases, an instruction phase and an execution and editing phase. After logging on to the system, the user enters the main routine, CAIBAS, which directs the general flow of CAI-BASIC.

If the user has not used CAI-BASIC before he enters the instruction phase, he is presented with an introduction to CAI-BASIC, and then is sequentially guided through the lessons. After each lesson the user is given the opportunity to terminate his session, to review a lesson, to enter the execution phase, or to go on to the next lesson.

If the user has used CAI-BASIC before, he is given the opportunity to review any lesson or to go to the next lesson in his learning sequence.

When the execution and editing routine, TEST1, is entered the user is allowed to execute standard "BASIC" programs (refs. 3, 5, 10). The Test1 routine incorporates the "BASIC" compiler, COMPLR, which interprets each "BASIC" input statement. Each "BASIC" statement is input one line at a time; and, if a syntax error occurs on the input, COMPLR prints an error message. The user can then input the correct "BASIC" statement. When the "end" statement is input, the program is checked for global errors; and, if none occur, the program is executed.

When global errors or execution errors occur, the user is given the choice of entering the edit mode of TEST1 to correct his program, or using the "DEBUG" feature to find his programming errors.

The edit mode allows the user to delete, add to, or correct "BASIC"

statements in his program one line at a time. The user is given a listing of his program with reference numbers for editing purposes. To edit a program the user is first asked for the statement reference number, and then asked for the specific edit command.

A statement is deleted by typing in the reference number of the statement to be deleted, hitting the carriage return, and then typing in the command "DEL."

A statement is added 'after' the reference number typed in by typing in the command "ADD1" followed by the "BASIC" statement to be added. To add a statement before the first statement in the program, the reference number zero (0) is used.

A statement is corrected by typing in the reference number of the statement to be corrected, hitting carriage return, and then typing in the 'entire' correct "BASIC" statement.

The "DEBUG" feature is designed to provide useful information to the user who has encountered an execution error in his program. It is used by adding the key word "DEBUG" as a statement in the user's program.

The "DEBUG" feature gives the user a list of all numeric and alpha-numeric data that were used in the program; and, in addition, it produces a trace of all simple variables with their values as they are assigned values during program execution.

APPENDIX B

CAI-BASIC : A PROGRAM TO TEACH THE PROGRAMMING LANGUAGE "BASIC"

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U.S.NPS. 8/17/71

THE FILES USED IN CAI-BASIC UNDER CP-67/CMS ARE AS FOLLOWS :
MAIN PROGRAM---- CAIBAS

SUBROUTINES----INITIAL
CRUNCH
TEST
LESON1--> LESCN7

OVERLAYING ROUTINES FOR CP-67/CMS :

SEARCH ALOAD EXIT

THE FOLLOWING SUBROUTINES ARE PART OF THE CAIBASIC COMPILER
AS MODIFIED FROM THE NPS "BASIC" COMPILER USED FOR BATCH PROGRAMS,
BUT ARE NOT INCLUDED AS PART OF THE CAI-BASIC PROGRAM :

ACON	COMPLR	ERR	INSNO
APRINT	CUNV	DUMMY	LTL
BUFFIL	CPRINT	EVAL	RANF
CEND	DIM	EXEC	TEST

SYMBOL TABLE : (GLOBAL SYMBOLS AND VARIABLES)

CARD	VECTOR HOLDING STUDENT INPUT
CARDP	VECTOR HOLDING STUDENT INPUT WITH BLANKS REMOVED
ILNGTH	LENGTH OF INPUT VECTOR CARDP
ASTRSK	WHEN CARDP(1)=ASTRSK THE USER HAS MADE A TYPING ERROR
ALPHA	VECTOR HOLDING THE LETTERS OF THE ALPHABET
DIGIT	VECTOR HOLDING THE DIGITS 0->9
ALPHA(14)	THE LETTER 'Y'
ALPHA(25)	THE LETTER 'N'

CAIBAS IS THE MAIN PROGRAM. IT IS A COMPUTER AIDED INSTRUCTION PROGRAM WHICH TEACHES BASIC. THE LANGUAGE BASIC AND INTERPRETE BASIC STUDENT RESPONSES TO THE HEART OF THE PROGRAM. PROVIDES INSTRUCTIONS FOR SOME ACED SUBROUTINES CALLED FROM CAIBAS ARE:

```
INITIAL
CRUNCH
TEST1 --> LESSON1
LESSON1 SEARCH
ALOAD
```

SYMBOL TABLE : (LOCAL SYMBOLS AND VARIABLES)

```
LSNUM CURRENT LESSON NUMBER
OLD FLAG • SET TO 1 IF USER HAS USED CAI-BASIC BEFORE
LES1 --> LESSON7
```

```
COMMON
STACK(100) ! PROG(200) ! CARD(80) ! ALPHA(48),
STAPTR ! INPTR ! IADATA(500) ! XNDATA(500) ! STRING(5),
DIGIT(10) ! PRITB(10) ! LIST(100) ! LISTLST(100),
PRT(250) ! NERRS ! INST ! NSTLST ! DEBUG ! DOLSGN ! QUOTE,
EQUALS ! PARLFT ! DECIMAL ! PLUS ! CMINUS ! SLASH ! COMMA,
PARLEFT ! ASTRSK ! BLANK ! EXERR
COMMGN LESS1 ! LESSON1 ! /
REAL*8 LESS2 ! LESSON2 ! /
REAL*8 LESS3 ! LESSON3 ! /
REAL*8 LESS4 ! LESSON4 ! /
REAL*8 LESS5 ! LESSON5 ! /
REAL*8 LESS6 ! LESSON6 ! /
REAL*8 LESS7 ! LESSON7 ! /
CALL SEARCH(LFS1,NI)
LSNUM = C
OLD=0
WRITE(6,99)
99 FORMAT(1C) ! HI ! WELCOME TO CAI-BASIC ! THERE ARE ONLY A FEW !/
* SIMPLE RULES TO REMEMBER IN ORDER TO HAVE A SUCCESSFUL SESSION !/
* ON THE TERMINAL WITH CAI-BASIC : !/ 5X !.
* 1. WHEN ASKED FOR A RESPONSE, TYPE IN THE CORRECT REPLY AND !/
* HIT THE CARRIAGE RETURN KEY ON THE RIGHT SIDE OF THE KEYBOARD. !/ !/
* 2. IF YOU MAKE A TYPING ERROR WHILE MAKING ANY RESPONSE !/ !/
```

CCCCCCCCCCCCCCCCCCCC

```

*OR INPUT ON THAT INPUT LINE AND HIT CARRIAGE RETURN THE ERROR OR '!'// CA10026
**ANYWHERE ON THE ENTIRE LINE WILL THEN BE IGNORED AND YOU CAN TYPE IN THE CORRECT // CA10027
**INPUT OR RESPONSE // CA10028
**3. IF AT ANY POINT IN THE SESSION YOU WANT TO STOP THE SESSION // CA10030
**TYPE IN THE WORD 'QUIT'. AS SOON AS YOU ARE ASKED FOR THE NEXT // CA10031
**RESPONSE, HIT CARRIAGE RETURN, THEN HIT ATTN KEY AND TYPE LOGOUT // CA10032
**4. DURING YOUR TERMINAL SESSION CAI-BASIC WILL HALT OCCASIONALLY // CA10033
**TO LET YOU READ A SEQUENCE OF INFORMATION. WHEN YOU ARE // CA10034
**READY TO CONTINUE TYPE 'GO.' AND HIT CARRIAGE RETURN // 5X // CA10035
**5. DURING YOUR TERMINAL SESSION YOU MAY NOTICE THAT // CA10036
**THE TYPING IS NOT ALWAYS PERFECT. SOME DAYS THE COMPUTER IS // CA10037
**NOT UP TO PAR AND YOU WILL HAVE TO ADJUST TO THE MINOR IRRITANT // CA10038
**IF YOU ONLY WANT TO EXECUTE PROGRAMS AT THIS TIME THEN // CA10039
**REPLY : YES // OTHERWISE REPLY : NO // CA10040
1 READ(5,1)I;END=300 CA10041
 CALL CRUNCH(ILNGTH) CA10042
 IF(CARDP(1)=EQ.ASTRSK) GO TO 1 CA10043
 IF(CARDP(1)=NE.ALPHA(25)) GO TO 2 CA10044
 CA10045
 CA10046
 CA10047

```

EXECUTION ONLY PHASE

```

CALL TEST1
WRITE(6,109)
400 READ(5,1)I;END=401)CARD
 CALL CRUNCH(ILNGTH)
 IF(CARDP(1)=EQ.ALPHA(25)) RETURN
 IF(CARDP(1)=EQ.ALPHA(14)) GO TO 402
401 WRITE(6,104)
 GO TO 400
 IF(CARDP(1)=EQ.ALPHA(14)) GO TO 3
300 WRITE(6,104)
 GO TO 1
3 WRITE(6,100)
100 FORMAT('3. ! IF THIS IS YOUR FIRST SESSION WITH CAIBASIC, THEN //'
 *REPLY: YES // OTHERWISE REPLY: NO //')
4 READ(5,1)I;END=302)CARD
101 FORMAT('8JAI')
 CALL CRUNCH(ILNGTH)
 IF(CARDP(1)=NE.ALPHA(14)) GO TO 20

```

OLD USER. DETERMINE PROGRESS LEVEL AND ROUTE TO DESIRED LESSON

```

402 OLD=1
102 WRITE(6,102)

```

NOW YOU MAY CHOOSE TO REVIEW ANY LESSONS //


```

32 READ(5,101,END=33)CARD
CALL CRUNCH(ILNGTH)
IF(CARDP(1)=EQ.ALPHA(14)) GO TO 34
IF(CARDP(1)=NE.ALPHA(25)) GO TO 33
C
ENTER EXECUTION PHASE
CALL TEST1
GO TO 25
33 WRITE(6,104)
GO TO 32
34 IF(OLD=EQ.1) GO TO 5
WRITE(6,110)
FORMAT(0,10X,* DO YOU WANT TO REVIEW A LESSON BEFORE GOING ON ?*CAI01350
*/*REPLY : YES OR NO */
27 READ(5,101,END=311)CARD
CALL CRUNCH(ILNGTH)
IF(CARDP(1)=EQ.ALPHA(25)) GO TO 5
IF(CARDP(1)=EQ.ALPHA(14)) GO TO 31
31 WRITE(6,104)
GO TO 27
31 L$NUM=L$NUM+1
GO TO 24
C USER INSTRUCTION SESSION COMPLETED.
CONTINUE
STOP
END
C

```

CCCCCCCCCCCCCCCCCCCCCCCC

SYMBOL TABLE : (LOCAL SYMBOLS AND VARIABLES)

NEW	FLAG	SET TO 1 WHEN USER HAS EXECUTED FIRST PROGRAM
IEND	FLAG	SET TO 1 WHEN END STATEMENT READ
IEXERR	FLAG	SET TO 1 WHEN AN EXECUTION GLOBAL ERROR OCCURS
NERRS	FLAG	SET TO 1 WHEN A SYNTAX ERROR OCCURS IN INPUT
INTFRP	FLAG	SET TO 1 WHEN ONLY INTERPRETING
INSTMT	NUMBER	NUMBER OF PROGRAM STATEMENTS INPUT
SFILE	SOURCE FILE	VECTOR HOLDING PROGRAM STATEMENTS
NREF	PROGRAM STATEMENT REFERENCE NUMBER	

CAI01550
CAI01560
CAI01570
CAI01580
CAI01590
CAI01630
CAI01640
CAI01670
CAI01680
CAI01690
CAI01700
CAI01720
CAI01730
CAI01740
CAI01750
CAI01760
CAI01770
TESS00010
TESS00020
TESS00030
TESS00040
TESS00050
TESS00060
TESS00070
TESS00080
TESS00090
TESS00110
TESS00120
TESS00130
TESS00140
TESS00150
TESS00160
TESS00170
TESS00180
TESS00190

SUBROUTINE TEST1
THIS ROUTINE ALLOWS EXECUTION AND EDITING OF BASIC PROGRAMS
SUBROUTINES CALLED FROM TEST1 ARE:
INITIAL
CRUNCH
CGMLR


```

CALL INITIAL
NEW=1
DEBUG=0
NSTMT=0
IEND=0
INBIG=1
IARRAY=808
NFOR=0
INTERP=0
IEXERR=0
5      WRITE(6,100) INPUT BASIC PROGRAM NOW (ONE LINE AT A TIME )/////
100     READ(5,101,END=5,CARD
101     FORMAT(80A1)
102     CALL CRUNCH(ILNGTH)
103     IF(CARD(1)=EQ.ASTRSK) GO TO 10
C
C FIND • END • STATEMENT
DO 699 I=1,80
IF(CARD(I)NE.ALPHA(5)OR.CARD(I+1)NE.ALPHA(14))GO TO 699
IF(CARD(I+2)=EQ.ALPHA(4).AND.CARD(I+3)=EQ.BLANK)GO TO 701
699     COUNTINUE
700     CALL CCMPLR(NFOR,IARRAY,ILNGTH,INBIG)
C
C IF NO ERRORS , FILE INPUT STATEMENT
IF(Nerrs=0) GO TO 9
IF(IEXERR.EQ.1)GO TO 9
Nerrs=0
GO TO 10
C
C PUT IN END STATEMENT
701 NSTMT=NSTMT+1
IEND=1
DO 702 I=1,80
702 SFILE(NSTMT,I)=CARD(I)
    GO TO 700
9     IF(NSTMT>99) GO TO 511
IF(IEND=EQ.1) GO TO 12
NSTMT=NSTMT+1
DO 11 J=1,80
11   SFILE(NSTMT,J)=CARD(J)
    GO TO 10
511   WRITE(6,512)
512   FORMAT(10A1)
*UNDER CAI-BASIC . YOU HAVE REACHED THE MAXIMUM PROGRAM SIZE ALLOWED !!
*YOU WILL HAVE TO MODIFY YOUR PROGRAM TO //.

```

```

*STAY BELOW 100 PROGRAM STATEMENTS ••//•
GO TO 513

C EXECUTION ERROR GO TO EDIT ROUTINE
C 12 IF(IEXERR.EQ.1)GO TO 31
513 WRITE(6,105)
205 FORMAT(10,10X,'DO YOU WANT TO EDIT YOUR PROGRAM //',REPLY : Y,
*$OR NO */)
312 *READ(5,101,END=315)CARD
CALL CRUNCH(ILNGTH)
IF(CARDP(1).EQ.ALPHA(25)) GO TO 33
IF(CARDP(1).EQ.ALPHA(14)) GO TO 313
315 WRITE(6,106)
312 GC TO 312
313 WRITE(6,105)
105 FORMAT(10,10X,'IF YOU DESIRE TO HAVE A SMOOTH COPY OF YOUR //',
*$ PROGRAM WITH ITS EXECUTION THEN REPLY :YES ; OTHERWISE ://')
* REPLY : NO */
20 READ(5,101,END=326)CARD
CALL CRUNCH(ILNGTH)
IF(CARDP(1).NE.ALPHA(25))GO TO 25

C PRINT SMOOTH COPY OF PROGRAM AND EXECUTE IT
C 314 WRITE(6,104)
104 FORMAT(10,104,104,104,104,104,104,104,104,104)
13 WRITE(6,103)(SFILE(I,J),J=1,80)
103 FORMAT(10,5X,80A1)
135 CALL INITIAL
DEBUG=2.C
136 INBIG=1
IARRAY=808
NFOR=0
IEXERR=0
INERRP=0
DO 115 K=1,NSTMT
DO 114 L=1,80
14 CARD(L)=SFILE(K,L)
CALL CRUNCH(ILNGTH)
15 CALL COMPLR(NFOR,IARRAY,ILNGTH,INBIG)

C EXECUTION ERROR GO TO EDIT ROUTINE
C 16 IF(IEXERR.EQ.1)GO TO 31
WRITE(6,104)
GO TO 26

```

```

25 IF(CARDP(1)•EQ•ALPHA(14))GO TO 26      TES01640
326 WRITE(6,106) *** YOUR REPLY IS INCORRECTLY TYPED REPLY AGAIN***// TES01650
106 * ) GO TO 20 TES01660
26   WRITE(6,107) TES01670
107 * FORMAT(101,10X)// DO YOU WANT TO EXECUTE ANOTHER PROGRAM// REPLY TES01680
    YES OR NO // TES01690
29   READ(5,101,END=330) CARD TES01700
    CALL CRUNCH(ILNGTH)
    IF(CARDP(1)•EQ•ALPHA(14))GO TO 30 TES01710
    IF(CARDP(1)•EQ•ALPHA(25))GO TO 3 TES01720
330  WRITE(6,106) TES01730
    GO TO 29 TES01740
30   RETURN TES01750
      TES01760
      TES01770
      TES01780
      TES01790
      TES01800
      TES01810
      TES01820
      TES01830
      TES01840
      TES01850
      TES01860
      TES01870
      TES01880
      TES01890
      TES01900
      TES01910
      TES01920
      TES01930
      TES01940
      TES01950
      TES01960
      TES01970
      TES01980
      TES01990
      TES02000
      TES02010
      TES02020
      TES02030
      TES02040
      TES02050
      TES02060
      TES02070
      TES02080
      TES02090
      TES02100
      TES02110
      C TES02120
C   EDIT ROUTINE.
31   WRITE(6,108) *** EXECUTION ERROR ***// TES01900
108 * IF YOU WANT TO CORRECT YOUR PROGRAM NOW THEN REPLY : YES AND // TES01910
    * YOU WILL ENTER THE EDIT MODE TO CORRECT YOUR ERRORS : // TES01920
    * OTHERWISE REPLY : NO // TES01930
208  READ(5,101,END=343) CARD TES01940
    CALL CRUNCH(ILNGTH)
    IF(CARDP(1)•NE•ALPHA(25)) GO TO 43 TES01950
33  IF(OLD•EQ•1)GO TO 321 TES01960
34  WRITE(6,101,10X)// CAIBASIC EDIT MODE ***// TES01970
110 * BY USING THE REFERENCE NUMBERS LISTED TO THE LEFT OF YOUR BASIC// TES01980
    * PROGRAM STATEMENT YOU MAY ADD, DELETE, OR CORRECT ONE LINE.// TES01990
    * OF THE PROGRAM AT A TIME. IN ALL STEPS OF THE FIRST STEP IS TO // TES02000
    * INPUT THE PROGRAM STATEMENT REFERENCED NUMBER AND HIT THE CARRIAGE // TES02010
    * RETURN. THE SECOND STEP DEPENDS ON WHAT EDITING YOU DO : // TES02020
    * 1. DELETE THE BASIC STATEMENT REFERENCED IS DELETED BY TYPING THE // TES02030
    * LETTERS DEL // TES02040
    * 2. CORRECT THE BASIC STATEMENT REFERENCED TYPE IN THE COMPLETE // TES02050
    * CORRECT BASIC STATEMENT. // TES02060
    * 3. ADD // TES02070
    * A BASIC STATEMENT IS ADDED "AFTER" THE BASIC STATEMENT ADD1 FOLLOWED BY THE BASIC // TES02080
    * REFERENCED BY TYPING THE LETTERS ADD1 FOLLOWING THE LETTERS ADD1 WILL BE // TES02090
    * INCLUDED IN THE BASIC STATEMENT TO PLACE A STATEMENT BEFORE IT. USE THE REFERENCE NUMBER // TES02100
    * OLD=1 // TES02110
      
```

```

      WRITE PROGRAM WITH REFERENCE NUMBERS
      DO 321 I=1,NSTMT
      321 WRITE(6,109) I,(SFILE(I,J),J=1,80)
      109 FORMAT(6,14,10X,80A1)
      134 WRITE(6,111)
      111 FORMAT(6,111)
      INPUT REFERENCE NUMBER NOW!
      35 KNT=0
      READ(5,101,END=331) CARD
      CALL CRUNCH(ILNGTH)
      IF(CARDP(1)=EQ.ASTRSK) GO TO 35
      DO 237 I=1,2
      DO 235 J=1,1C

      C CHECK FOR DIGIT
      235 IF(CARDP(I)=EQ.DIGIT(J)) GO TO 236
      CNTINUE
      IF(J=EQ.106) AND.CARDP(I)=EQ.BLANK) GO TO 237
      31 WRITE(6,106)
      GO TO 34

      C CONVERT ALPHA CHARACTER TO NUMBER
      236 KNT=KNT+1
      IF(KNT=EQ.1) NREF=J-1
      IF(KNT=EQ.2) NREF=10+NREF+(J-1)
      CONTINUE

      C CHECK FOR LEGAL REFERENCE NUMBER
      IF(NREF.LE.NSTMNT.AND.NREF.GE.0) GO TO 36
      WRITE(6,106)
      GO TO 35

      36 WRITE(6,112)
      112 FORMAT(6,112)
      INPUT EDITING NOW (DEL,BASIC STATEMENT,ADD1...)//)

      37 READ(5,101,END=36) CARD
      CALL CRUNCH(ILNGTH)
      IF(CARDP(1)=EQ.ASTRSK) GO TO 36

      C DELETE CURRENT LINE
      IF(CARDP(1)=EQ.CMINUS) GO TO 50
      ADD A STATEMENT AFTER CURRENT LINE
      IF(CARDP(1)=EQ.PLUS) GO TO 55

```

```

C   CORRECT CURRENT LINE
C
C   DEBUG=C C
C   INTERP=1
C   IEXERR=0
C   DO 370 I=1,80
C   IF(CARDP(I).EQ.ALPHA(14).AND.CARDP(I+3).EQ.ALPHA(20)) GO TO 39
C   CCNTINUE
C
C   IF NO ERRORS , FILE INPUT STATEMENT
C
C   CALL CCMPLR(INFOR,IARRAY,ILNGTH,INBIG)
C   IF(NERRS.EQ.0) GO TO 39
C   NERRS=0
C   GO TO 34
C
39  DO 40 J=1,80
40  SFILE(NREF,J)=CARD(J)
C   GO TO 47
C   IF(CARDP(1).EQ.ALPHA(14)) GO TO 44
C   343 WRITE(6,106)
C   GO TO 208
C
44  WRITE(6,113)
113 FORMAT(0,10X,' IF YOU DESIRE TO HAVE THE PROGRAM RUN WITH
*THE DEBUG FEATURE REPLY: YES ; OTHERWISE REPLY: NO AND THIS ','/
*PROGRAM WILL BE LOST .//')
C   CALL CRUNCH(ILNGTH)
C   READ(5,101)END=346)CARD
C   IF(CARDP(1).NE.ALPHA(25)) GO TO 46
C
C   EXECUTE WITH DEBUG FEATURE ADDED
C
C   CALL INITIAL
C   DEBUG=1
C   GO TO 136
C   46 IF(CARDP(1).EQ.ALPHA(14)) GO TO 26
C   346 WRITE(6,106)
C   GO TO 45
C
47 WRITE(6,114)
114 FORMAT(0,10X,' MORE CORRECTIONS TO BE MADE ? REPLY: YES ; ','/
*OR REPLY: NO AND THE EDITED PROGRAM WILL BE EXECUTED .//')
C   48 READ(5,101)END=348)CARD
C   CALL CRUNCH(ILNGTH)
C   IF(CARDP(1).EQ.ALPHA(25)) GO TO 321
C   IF(CARDP(1).EQ.ALPHA(14)) GO TO 314
C   348 WRITE(6,1C6)
C   GO TO 48

```

```

C   DELETE STATEMENT
C
  50 NSTMT=NSTMT-1
  DC 52 I=NREF,NSTMT
  DO 52 J=1,80
  SFILE(I,J)=SFILE(I+1,J)
  GO TO 47

C   ADD A BASIC STATEMENT AFTER CURRENT LINE
C
  55 IF(NSTMT.GT.99) GO TO 65
  NSTMT=NSTMT+1
  ITEMP=NSTMT
  DEBUG=0
  INTERP=1
  IEXERR=0

C   FIND BEGINNING OF STATEMENT
C
  DO 56 K=1,80
  IF(CARD(K).EQ.BLANK) GO TO 56
  IF(CARD(K).NE.ALPHA(1)) OR CARD(K+2).NE.ALPHA(4) GO TO 56
  IF(CARD(K+3).EQ.DIGIT(2)) GO TO 60
  CONTINUE
  56 WRITE(6,106)
  GG TO 37
  IBEG=K+3
  DO 60 L=1,80
  IBEG=IBEG+1
  IF(CIBEG.GT.80) GO TO 601
  CARD(L)=CARD(IBEG)
  CONTINUE
  60 CALL CRUNCH(ILNGTH)
  IF(CARDP(1).EQ.ASTRSK) GO TO 361
  DO 603 I=1,80
  IF(CARDP(I).EQ.ALPHA(14).AND.CARDP(I+3).EQ.ALPHA(20)) GO TO 602
  603 CONTINUE
  CALL COMPLR(INFOR,IARRAY,ILNGTH,INBIG)

C   IF NO ERRORS THEN FILE STATEMENT
C
  IF(NERRS.EQ.0) GO TO 602
  NERRS=0
  GO TO 36

C   ADD STATEMENT TO PROGRAM FILE. MOVE STATEMENTS UP AND DOWN
C
  602 IADD=NREF+1

```

```

61 DO 62 I=1,80
62 SFILE(ITEMP,I)=SFILE(ITEMP-1,I)
   IF(ITEMP.GT.IADD) GO TO 61
63 DO 63 J=1,80
64 SFILE(IADD,J)=CARD(J)
65 GO TO 47
66 WRITE(6,512)
67 GO TO 47
END

```

C SUBROUTINE CRUNCH(ILNGTH)

GIVEN THE VECTOR CARD ; THIS SUBROUTINE REMOVES ALL BLANKS IN CARD
 AND RETURNS THE BLANK-LESS VERSION IN CARDP.
 THIS ROUTINE ALSO CHECKS FOR TYPING ERRORS. AND CHECKS IF THE USER
 IS COMPLETED WITH HIS SESSION OR IN AN EDIT MODE

```

COMMON STACK(100),PROG(2000),CARD(80),CARDP(80),ALPHA(48),
      IAPTR,INPDATA(500),XNDATA(500),STRING(5),
      DIGIT(10),IPRINT(10),LIST(100),LIST(100),
      PRT(2500),NERRS(100),INSTLST(100),
      EQUALS,PARRT,DÉCIMAL,PLUS,CMINUS,SLASH,COMM,
      PARLFT,ASTRSK,BLANK
      COMMON INTERP,TEXERR
      DO 19 I=1,80
19  CARDP(I)=BLANK
      C REMOVE BLANKS
      ILNGTH=0
      DO 20 I=1,80
20  IF(CARD(I).EQ.BLANK) GO TO 20
      ILNGTH=ILNGTH+1
      CARDP(ILNGTH)=CARD(I)
20  CONTINUE
      C CHECK FOR BLANK INPUT
      IF(ILNGTH.EQ.0) CARDP(1)=ASTRSK
      DO 25 I=1,80
25  C CHECK FOR TYPING ERROR($$$$)
      IF(CARDP(I).NE.DOLSGN.OR.CARDP(I+1).NE.DOLSGN) GO TO 26
      IF(CARDP(I+2).EQ.DOLSGN.AND.CARDP(I+3).EQ.DOLSGN) CARDP(1)=ASTRSK

```



```

IAPTR=0          INITIALIZE PRIORITY TABLE
INPTR=0          IPRITB(1)=2
                  IPRITB(2)=2
                  IPRITB(3)=3
                  IPRITB(4)=3
                  IPRITB(5)=4
                  IPRITB(6)=5
                  SET UP VOCABULARY
                  LOAD ALPHABET
DO 10 I=1,26    ALPHA(I)=ATEMP(I)
10              LCAD DIGITS
DO 20 I=1,10    DIGIT(I)=DIGITMP(I)
20              LOAD DIGITS INTO ALPHA
                  LOC=26
                  DC 12 I=1,10
                  LCC=LOC+1
12              ALPHA(LOC)=DIGIT(I)
                  LOAD SPECIAL CHAR INTO ALPHA
DO 16 I=1,12    LOC=LOC+1
16              ALPHA(LOC)=CHARTM(I)
                  INITIALIZE ARRAY STORAGE POINTERS
DO 50 I=287,384,4
50              PRT(I)=0.0
                  LOAD SPECIAL CHARACTERS
ASTRSK=CHARTM(1)
BLANK =CHARTM(2)
COMMA =CHARTM(3)
DECIMAL=CHARTM(4)
EQUALS=CHARTM(5)
PARRT =CHARTM(6)

```

```
PARLEFT=CHAR(M(7)
PLUS =CHAR(M(8)
QUOTE =CHAR(M(9)
DLSGN=CHAR(M(10)
CHINUS=CHAR(M(11)
SLASH =CHAR(M(12)

RETURN
END

THIS LESSON COVERS
AS VARIABLES , NUM
```

THIS LESSON COVERS PROGRAM FORMAT AND MISCELLANEOUS INFORMATION SUCH AS VARIABLES, NUMBERS, KEY WORDS, EXPRESSIONS, ETC.

```

* BY AN END STATEMENT • THE WORDS : REM READ LET PRINT . ! DATA' LESCO380
*/ AND END ARE KEY WORDS THAT MAKE UP A BASIC STATEMENT . !/1 LESCO390
  READ(5,101,END=304)CARD
304 WRITE(6,104)
104 *FORMAT(6,104)
      * MOST OF THE KEY WORDS USED IN THE BASIC !/5X!
      *STATEMENTS ARE SELF-EXPLANATORY: !/5X!
      *REM ALL CWS ARE MARKS/COMMENTS !/5X!
      *READ M,G ASSIGNS NUMBERS IN THE DATA STATEMENT TO THE !/5X!
      *VARIABLES M AND G !/5X!
      *LET ASSIGNS THE RESULT OF M DIVIDED BY G INTO VARIABLE T !/5X!
      *PRINT STRING! CAUSES THE STRING IN SINGLE QUOTES TO BE !/5X!
      *PRINT M,G,T PRINTS THE CURRENT VALUE OF THE VARIABLES M,G,T !/5X!
      * END TELLS THE COMPUTER THAT THE INPUT PROGRAM IS TO BE !/5X!
      * EXECUTED. !/1
      READ(5,101,END=305)CARD
105 WRITE(6,105)
305 FORMAT(6,105)
      * IF AT THIS POINT YOU WOULD LIKE TO RUN THE !/1
      *SAMPLE PROGRAM TO GAIN SOME CONFIDENCE IN THE COMPUTER AND ITS !/1
      *ABILITY TO PROVIDE SPEEDY RESULTS THEN REPLY : YES ; OTHER- !/1
      *WISE REPLY : NO AND THE INSTRUCTION WILL CONTINUE . !/1
      10 READ(5,101,END=306)CARD
      CALL CRUNCH(LENGTH)
      IF(CARDP(1)=EQ.ASTRSK) GO TO 1C
      IF(CARDP(1)=EQ.ALPHA(14)) GO TO 25
      IF(CARDP(1)=EQ.ALPHA(25)) GO TO 15
106 WRITE(6,106)
      * * * YOUR REPLY WAS TYPED INCORRECTLY ; CHECK THE !/1
      * QUESTION AND REPLY AGAIN **. !/1
      GO TO 10
      READ(5,101,END=308)CARD
C C EXECUTE SAMPLE PROGRAM
107 WRITE(6,107)
107 *FORMAT(6,107)
      *TO EXECUTE THE SAMPLE PROGRAM TYPE IN THE BASIC !/1
      *STATEMENTS AS THEY APPEAR !/1 AND DONT WORRY ABOUT !/1
      * COMPUTER ANALIZES EACH BASIC STATEMENT AS IT IS INPUT ; AND !/1
      *IF THERE ARE NO ERRORS IT UNLOCKS THE KEYBOARD AND WAITS FOR !/1
      *YOUR NEXT INPUT . WHEN THE END STATEMENT IS INPUT THE PROGRAM !/1
      *IS EXECUTED !/1
      READ(5,101,END=308)CARD
108 WRITE(6,108)
108 *FORMAT(6,108)
      * * * HOWEVER , IF YOU MAKE AN ERROR THE COMPUTER WILL !/1
      *TELL YOU THE ERROR AND EXPECT A CORRECTION DONT WORRY ABOUT !/1
      * THE ERROR CHECK YOUR INPUT AGAINST THE SAMPLE PROGRAM !/1
      * / * INPUT THE CORRECT STATEMENT !/1 IF YOU TAKE A TYPING MISTAKE !/1
      * INPUT FOUR CASTERIX(***) HIT RETURN AND THEN INPUT THE !/1
      *CORRECT STATEMENT . !/10X , YOU MAY USE ANY PAIR OF INTEGER OR DECILE !/10X

```

```

* ALL NUMBERS ! FOR INPUT DATA YOU MAY OMIT THE REM STATEMENTS AND LESSON 830
* THE PRINT ! MILES TRAVELED ! ETC. ! STATEMENT IF YOU DONT WANT LESSON 840
* T TO TYPE A LOT OF STATEMENTS ! ! !
CALL TEST1
LES0860
LES0870
25 WRITE(6,111)
111 FORMAT(6,111) PROGRAM FORMAT // 5X; ! A BASIC PROGRAM CONSISTS
* OF A SEQUENCE OF BASIC STATEMENTS , ONE ! ! ! STATEMENT INPUT LINE LESS0890
* NEVER FOLLOWED BY AN END STATEMENT . ! ! ! BECAUSE NO BASIC STATEMENT LESS0900
* MAY BE LONGER THAN ONE INPUT LINE . (80 SPACES) ! ! ! THERE IS NO PRLESS0910
* OVISION FOR CONTINUING STATEMENTS FROM ONE LINE ! ! ! TO THE NEXT ! ! !
* EVER SINCE YOU MAY SPACE THE INPUT LINE . ! ! ! AS DESIRED FOR READABILITY LESS0920
* READ(5,101,END=319) CARD LESS0930
LES0940
112 WRITE(6,112)
112 FORMAT(6,112) STATEMENT NUMBERS ! ! ! EACH BASIC STATEMENT MAY HAVE AN OPTIONAL
* STATEMENT NUMBER PRECEDING IT FOR IDENTIFICATION PURPOSES . ! ! !
* THIS STATEMENT NUMBER MUST BE AN INTEGER BETWEEN 1 -> 999 ! ! !
* 5X; ! ! ! FOR EXAMPLE : 12 READ M,G ! ! !
* 10X; ! ! ! KEY WORDS THAT MAKE UP A LESS0950
* BASIC STATEMENT (REM ! ! ! READ ! ! ! LET ! ! ! ETC.) ! ! ! ARE SPECIAL TERMINAL SYMBOLS LESS0960
* BOLTS THAT ARE RECOGNIZED BY THE COMPUTER ! ! ! AND FOR THIS REASON TH LESS0970
* EY MUST BE SPELLED CORRECTLY AND ONLY ! ! ! USED IN BASIC STATEMENT LESS0980
* ! ! ! THE END STATEMENT INDICATES THAT THE INPUT PROGRAM IS ! ! !
* ! ! ! COMPLETED AND THAT PROGRAM EXECUTION IS TO BEGIN THE ! ! ! END ! ! !
* STATEMENT ! ! ! THE LAST STATEMENT IN A PROGRAM . ! ! !
READ(5,101,END=313) CARD LESS0990
LES1000
113 WRITE(6,113)
113 FORMAT(6,113) YOU WILL NOW BE ASKED A FEW SIMPLE QUESTIONS ABOUT ! ! !
* WHAT YOU HAVE JUST LEARNED . ! ! !
WRITE(6,114)
114 FORMAT(6,114) ! ! ! 10X; ! ! ! 1 ! ! ! IS THIS A LEGAL BASIC PROGRAM (REPLY : / ; YES OR
* NO) ? ! ! 5X; ! ! ! REM ONE LINE DO NOTHING PROGRAM ! ! ! / ; OR LESS01130
30 READ(5,101,END=315) CARD LESS01140
LES01150
30 CALL CRUNCH(TLNGTH)
IF(CARDP(1) .EQ. ASTRSK) GO TO 30
IF(CARDP(1) .EQ. ALPHA(14).OR.CARDP(1) .EQ. ALPHA(25)) GO TO 31
LES01160
31 WRITE(6,106)
31 GC TO 30 LESS01170
LES01180
31 WRITE(6,115)
31 FORMAT(6,115) YES ! ! ! THE SIMPLEST BASIC PROGRAM CONSISTS OF JUST AN LESS01190
* ! ! ! END ! ! ! STATEMENT . ! ! !
31 WRITE(6,116)
31 * WRITE(6,116) WHICH OF THE FOLLOWING BASIC STATEMENTS IS ! ! !
* IN THE PROPER FORMAT : ! ! ! 15X, ! ! ! A ! ! ! 15 ! ! ! LET T=M/G ! ! ! 15LET=LESS01240
* M/G ! ! ! 15X, ! ! ! C ! ! ! 15 LET T=M/G ! ! ! REPLY A , B , C OR LESS01250
* ALL ! ! !
32 READ(5,101,END=317) CARD LESS01260
LES01270
LES01280
LES01290
LES01300

```



```

LESS01790
LESS01800
LESS01810
LESS01820
LESS01830
LESS01840
LESS01850
LESS01860
LESS01870
LESS01880
LESS01890
LESS01900
LESS01910
LESS01920
LESS01930
LESS01940
LESS01950
LESS01960
LESS01970
LESS01980
LESS01990
LESS02000
LESS02010
LESS02020
LESS02030
LESS02040
LESS02050
LESS02060
LESS02070
LESS02080
LESS02090
LESS02100
LESS02110
LESS02120
LESS02130
LESS02140
LESS02150
LESS02160
LESS02170
LESS02180
LESS02190
LESS02200
LESS02210
LESS02220
LESS02230
LESS02240
LESS02250
LESS02260

320 READ(5,101,END=320) CARD
      WRITE(6,120,'5X','E') NUMBERS
      *10X* NUMBERS MAY BE EXPRESSED AS INTEGERS OR AS REALS 'AND A
      *NUMBER WHETHER INTEGER OR REAL IS ASSUMED POSITIVE UNLESS IT
      *IS PRECEDED BY A - SIGN *
      *10X* NUMBERS WITH NO FRACTIONAL PART ,IE. 3 , 15 '//10X, '
      *REAL (FIXED-POINT) NUMBERS HAVE A DECIMAL POINT AND A FRACTIONAL
      */ PART IE. 3.0 , 15.31 , 729.1 , 0.0 //, READ(5,101,END=321) CARD

321 WRITE(6,121,'5X,'F') EXPRESSIONS
      *AN EXPRESSION CAN MAY BE A SINGLE CONSTANT OR VARIABLE
      *ARITHMETIC EXPRESSION *ARITHMETIC EXPRESSIONS ARE FORMED BY
      *USING OPERATORS AND PARENTHESES
      *10X, NUMBERS AND SIMPLE VARIABLES MAY BE COMBINED INTO ARITHMETIC OPERATORS
      *//, EXPRESSIONS BY USING ONE OR MORE OF THE ARITHMETIC OPERATORS: /, *
      **/*, ** EXPONENTIATION, /5X, * MULTIPLICATION, /5X, /
      **ON, *5X, * + ADDITION, /5X, - SUBTRACTION
      *IN WRITING AN EXPRESSION, EACH ARITHMETIC OPERATION MUST BE
      */. NO TWO OPERATIONS MAY BE ADJACENT, NOR MAY TWO NUMBERS
      * VARIABLES BE ADJACENT IN AN EXPRESSION. */ FOR EXAMPLE: 2+2 , A/B
      * B+C , X*Z AND Y-3*0 ARE LEGAL EXPRESSIONS. */
      READ(5,101,END=322) CARD

322 WRITE(6,122,'FORMAT(0.,10X,'
      * TO CONTROL THE ORDER IN WHICH AN ARITHMETIC EXPRESSION IS EVALUATED
      * ATED ,/, THE NORMAL HIERARCHY OF OPERATORS IS: *,/5X, .//5X,
      * 2* * AND /5X, 3* +
      * IF PARENTHESIS IS USED , THE EXPRESSION WITHIN A PARENTHESIS PAIR IS EVALUATED FIRST .
      * CCUR IN PAIRS ,IE. 5*(4+3) , (5*(4+3)) ARE EQUIVALENT
      * EXPRESSIONS HAVING THE VALUE 35
      * OPERATIONS ARE EVALUATED ACCORDING TO THE OPERATORS HIERARCHY
      * IF TWO OPERATORS OF THE SAME HIERARCHY OCCUR IN AN EXPRESSION
      * EVALUATION IS FROM LEFT TO RIGHT
      * IN THIS EXPRESSION 2*4 WILL BE EVALUATED FIRST , THEN 6/3 , //
      * AND THEN THE TWO RESULTS WILL BE ADDED . */
      READ(5,101,END=323) CARD

323 WRITE(6,123,'FORMAT(0.,10X,' 1.) 4 + 6 / 2 HAS THE VALUE (REPLY WITH VALUE) '
      * /, READ(5,101,END=324) CARD

```

```

CALL CRUNCH( LENGTH ) GO TO 34
IF(CARDP(1) .EQ. ASTRSK) GO TO 37
DO 35 I=1,10
IF(CARDP(1) .EQ. DIGIT(1)) GO TO 36
35  CONTINUE(6,106)
34  WRITE(6,106)
124  FORMAT(0,1 YOUR ANSWER IS INCORRECT . THE EXPRESSION IS EVALUATE
* D AS FOLLOWS :)
36  WRITE(6,124)
36  WRITE(6,125)
125  FORMAT(0,10X,0 4+6/2 -> 4+3 -> 7 0)
126  FORMAT(0,126)
126  WRITE(0,1CX,0 27)(4+6)/2 HAS THE VALUE (REPLY WITH VALUE) //)
127  READ(5,101,END=327) CARD
128  CALL CRUNCH( LENGTH )
129  IF(CARDP(1) .EQ. ASTRSK) GO TO 38
130  IF(CARDP(1) .EQ. DIGIT(6)) GO TO 41
DO 39 I=1,10
131  IF(CARDP(1) .EQ. DIGIT(1)) GO TO 40
39  CONTINUE
327  WRITE(6,106)
327  GO TO 38
40  WRITE(6,124)
40  WRITE(6,127)
127  FORMAT(0,127)
128  WRITE(6,128)
128  FORMAT(0,10X,0 (4+6)/2 -> 10/2 -> 5 0)
129  * /)
130  READ(5,101,END=46) CARD
131  CALL CRUNCH( LENGTH )
132  IF(CARDP(1) .EQ. ASTRSK) GO TO 42
133  DO 43 I=1,10
134  IF(CARDP(1) .EQ. DIGIT(3).AND.CARDP(2) .EQ. DIGIT(6)) GO TO 48
135  CONTINUE
136  GO TO 46
137  DO 45 J=1,10
138  IF(CARDP(1) .EQ. DIGIT(J)) GO TO 47
139  CONTINUE(6,106)
140  WRITE(6,106)
141  GO TO 42
142  WRITE(6,124)
143  WRITE(6,129)
144  FORMAT(0,10X,0 ((4+6)/2)**2 -> (10/2)**2 -> (5)**2 -> 25 0)

```

```

130 FORMAT('0', 5X, * THIS SUMMARY
**/ CONCLUDES THE INSTRUCTION SET FOR LESSON 1. 'LES02750
**/ YOU WILL NOW BE GIVEN A SAMPLE BASIC PROGRAM AND ASKED TO FIND 'LES02760
**/ THE MISTAKES IN IT. REVIEW WHAT YOU HAVE LEARNED IN THIS 'LES02780
**/ LESSON. * /5X 1 REM
**/ LET A1=B2*(A1+Z1). /6X 4 LET B2=((A1*3)+Z1)*2. /5X, * LES02790
**/ LET Z1=3.14159263. /5X, * PRINT 1A,B2,Z1. /7 DATA 5,0,3,3. LES02810
**/ FINISH. // AFTER LOOKING AT THE SAMPLE PROBLEM, YOU WILL BL0002820
* E ASKED QUESTIONS. // ABOUT EACH STATEMENT, // LES02830
READ(5,101)END=331)CARD
331 WRITE(6,131)
131 FORMAT('0',1CX, * 1.) LINE 2 CONTAINS A READ STATEMENT FOLLOWED BY 'LES02840
* BY A LIST OF VARIABLES. ANY ERRORS (REPLY: YES OR NO)? //, 'LES02850
50 READ(5,101)END=332)CARD
50 CALL CRUNCH(ILNGTH)
IF(CARDP(1).EQ.ASTRSK) GO TO 50
IF(CARDP(1).EQ.ALPHA(14)) GO TO 51
IF(CARDP(1).EQ.ALPHA(25)) GO TO 51
332 WRITE(6,106)
332 GO TO 50
51 WRITE(6,132)
512 FCIMAT('0',132)
510 READ(5,101)END=52)CARD
510 CALL CRUNCH(ILNGTH)
IF(CARDP(1).EQ.ASTRSK) GO TO 510
IF(CARDP(1).EQ.ALPHA(25)) AND.CARDP(2).EQ.ALPHA(46) GO TO 53
52 WRITE(6,133)
52 FORMAT('0', * THE ILLEGAL VARIABLE IS $Y. SIMPLE VARIABLES ARE '$LES02990
* S/. A LETTER OR A LETTER FOLLOWED BY A SINGLE DIGIT; ALPHA VARIABLE 'LES02990
* $, IE. Y$. * ) 'LES03010
53 WRITE(6,144)
53 FORMAT('0',10X,* 2.) LINE 3 CONTAINS A LET STATEMENT, FOLLOWED BY 'LES03020
* BY A1 = EXPRESSION. ANY ERRORS (REPLY: YES OR NO)? //, 'LES03030
54 READ(5,101)END=345)CARD
54 CALL CRUNCH(ILNGTH)
IF(CARDP(1).EQ.ASTRSK) GO TO 54
IF(CARDP(1).EQ.ALPHA(14)) GO TO 55
IF(CARDP(1).EQ.ALPHA(25)) GO TO 55
345 WRITE(6,106)
345 GO TO 54
55 WRITE(6,134)
134 * AFTER = SIGN //, INPUT CORRECTION TO ILLEGAL EXPRESSION; EVERYTHING //, 'LES03150
56 READ(5,101)END=58)CARD
56 CALL CRUNCH(ILNGTH)
IF(CARDP(1).EQ.ASTRSK) GO TO 56
IF(CARDP(1).EQ.ALPHA(2)) AND.CARDP(2).EQ.DIGIT(3) GO TO 57
IF(CARDP(1).EQ.ALPHA(4)) NE.CARDP(4).OR.CARDP(3).NE.ASTRSK GO TO 58
57 IF(CARDP(3).NE.ASTRSK OR.CARDP(4).NE.PARLFT)GO TO 58

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IF(CARDP(5) .NE. ALPHA(1) .OR. CARDP(6) .NE. DIGIT(2)) GO TO 58
IF(CARDP(7) .NE. PLUS .OR. CARDP(8) .NE. ALPHA(26)) GO TO 58
IF(CARDP(9) .EQ. DIGIT(2) .AND. CARDP(10) .EQ. PARRT) GO TO 59
58 WRITE(6,135)
135 FORMAT('0',I10,' THE EXPRESSION SHOULD BE ''1CX'', A1=B2*(A1+Z1)
* EACH ARITHMETIC OPERATION MUST BE WRITTEN OUT ; A(B) IS NOT ASSUMED')
* ED./ TO BE A*(B) .
59 WRITE(6,136)
136 * REPLY YES OR NO ?//,
60 READ(5,101,END=361) CARD
CALL CRUNCH(ILNGTH)
IF(CARDP(1) .EQ. ASTRSK) GO TO 60
IF(CARDP(1) .EQ. ALPHA(25)) GO TO 64
IF(CARDP(1) .EQ. ALPHA(14)) GO TO 65
361 WRITE(6,106)
GO TO 60
64 WRITE(6,137)
137 FORMAT('0',I13.8) THE EXPRESSION IS CORRECT //
65 WRITE(6,138)
138 * BY A NUMBER 1CX, I 4. LINE 5 CONTAINS ANY ERRORS (REPLY : YES OR NO) ?//,
70 READ(5,101,END=371) CARD
CALL CRUNCH(ILNGTH)
IF(CARDP(1) .EQ. ASTRSK) GO TO 7C
IF(CARDP(1) .EQ. ALPHA(14).OR.CARDP(1) .EQ. ALPHA(25)) GO TO 71
371 WRITE(6,106)
GO TO 7C
71 WRITE(6,139)
139 * / IS 9 DIGITS.,
WRITE(6,140)
140 * BY A LIST OF 10X. LINE 6 CONTAINS VARIABLES. ANY ERRORS (REPLY : YES OR NO) ?//,
72 READ(5,101,END=373) CARD
CALL CRUNCH(ILNGTH)
IF(CARDP(1) .EQ. ASTRSK) GO TO 74
IF(CARDP(1) .EQ. ALPHA(14)) GO TO 72
IF(CARDP(1) .EQ. ALPHA(25)) GO TO 73
372 WRITE(6,106)
GO TO 72
73 WRITE(6,132)
730 READ(5,101,END=74) CARD
CALL CRUNCH(ILNGTH)
IF(CARDP(1) .EQ. ASTRSK) GO TO 730
IF(CARDP(1) .EQ. ALPHA(1).AND.CARDP(2) .EQ. DIGIT(2)) GO TO 75
74 WRITE(6,141)
141 FORMAT('0',I14) THE ILLEGAL VARIABLE IS 1A. SIMPLE VARIABLES ARE A//LES033826

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*! LETTER OR A LETTER FOLLOWED BY A SINGLE DIGIT ,IE. A1 •••          LESS03830
75 WRITE(6,142)          !0X! THERE ARE NO ERRORS IN LINE 7 IS THE PROGRAM •/• REPLY : YE    LESS03840
142 * READ(5,101) / END=80) CARD                                     LESS03850
* S OR NO ) / )
750 READ(5,101) / END=80) CARD
    CALL CRUNCH(ILNGTH)
    IF(CARDP(1) .EQ. ASTRSK) GO TO 750
    IF(CARDP(1) .EQ. ALPHA(14).OR.CARDP(1) .EQ. ALPHA(25)) GO TO 80
    WRITE(6,106)
    WRITE(6,143)
143 FORMAT(0,10X)! THE PROGRAM FORMAT REQUIRES THAT AN END STATEMENT
*!/• BE THE LAST STATEMENT OF THE PROGRAM. THIS SAMPLE PROGRAM
*!/• WOULD NOT EXECUTE .!/• THIS CONCLUDES THE REVIEW QUESTIONS./ LESS03910
*!/• FROM LESSON 1 .//, CALL EXIT
END                                     LESS03920
                                         LESS03930
                                         LESS03940
                                         LESS03950
                                         LESS03960
                                         LESS03970

C LESSON 2 INTRODUCES THE REM , PRINT , READ , DATA , RESTORE ,
C AND RESTORE$ STATEMENTS
C
COMMON
  STACK(100),PROG(200),CARD(80),CARDP(80),ALPHA(48),
  IAPTR,IADATA(500),XNDATA(500),STRNG(5),
  DIGIT(10),IPRITB(10),LISTLST(100),LISTINST(100),
  PRT(250),NERRS,INST,NSTLST,DEBUG,DOLSGN,QUOTE,
  EQUAL$,PARRT,DECIMAL,PLUS,CMINUS,SLASH,COMMA,
  PARLFT,ASTRSK,BLANK
  COMMCN INTERP,EXERR
  REAL*8 LES2/*LES2,SCN2
  CALL ALLOAD(LES2,NC1)
  WRITE(6,100)
100 FORMAT(0,5X)* *** LESSON 2*** THIS INSTRUCTION SEQUENCE WILL INTRODUCE YOU TO THE BASIC LANGUAGE //!
*!/• STATEMENTS REM PRINT READ DATA USING THESE STATEMENTS
*!/• YOU WILL BE ABLE TO CONSTRUCT AND EXECUTE ELEMENTARY PROGRAMES
*!/• AMS,/• 1X, THE FORM FOR EACH BASIC STATEMENT WILL INCLUDE ://10
*!/• X,/• KEY WORD. << ELEMENTS OR LIST OF ELEMENTS SEPARATED BY //.
*!/• S>> *THE CARET SYMBOLS <<>> DELINATE THE LEGAL ITEMS THAT MAY.//.
*!/• FOLLOW THE KEYWORD AND MAKE UP THE BASIC STATEMENT .//, LESS0140
*!/• READ(5,101) CARD
101 FORMAT(80A1)
302 WRITE(6,102)
102 FORMAT(0,10X)! A REM
*!/• REMARKS INTO YOUR PROGRAM IS IDENTIFIED BY THE KEY WORD REM.//
*!/• REM IS A NON-EXECUTING STATEMENT WHICH MAY BE USED OPTIONALLY. LESS0150
                                         LESS0160
                                         LESS0170
                                         LESS0180
                                         LESS0190
                                         LESS0200
                                         LESS0210
                                         LESS0220
                                         LESS0230
                                         LESS0240
                                         LESS0250
                                         LESS0260
                                         LESS0270
                                         LESS0280
                                         LESS0290
                                         LESS0300

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*/ AT ANY PLACE IN YOUR PROGRAM TO INTRODUCE A PROGRAM NAME , TO "/LES00310
* EXPLAIN VARIABLES TO DOCUMENT YOUR PROGRAM , ETC. //LES00320
303 READ(5,101,END=303)CARD
103 WRITE(6,103) * THE FORM FOR THE REM STATEMENT IS : //15X//.
* REM << ANY SEQUENCE OF ALPHA-NUMERIC CHARACTERS >>
* THE REM STATEMENT IS IGNORED BY THE BASIC COMPILER AND IS //.
* ONLY FOR SECURE INFORMATION //15X, FOR EXAMPLE //1CX, ! REM PROGR
* A TO COMPUTE INCOME //LES00330
READ(5,101,END=304)CARD
104 WRITE(6,104) * PRINT //5X//.
FORMAT(6,104) * THE PRINT STATEMENT IS THE METHOD OF WRITING OUT THE RESULTS
* THE BASIC PROGRAM TO DISPLAY VALUES OF VARIABLES TO LABEL //.
105 * THE RESULTS , AND TO SKIP A LINE OF THE PRINT
* STATEMENT IS //1X, PRINT << EXPRESSION OR //STRING//.
* SESSION OR //STRING//. MULTIPLE ELEMENTS IN THE PRINT LIST ARE //.
* SEPARATED BY COMMAS //.
READ(5,101,END=305)CARD
106 WRITE(6,105) * PRINT //5X//.
FORMAT(6,105) * CURRENT VALUE OF THE EXPRESSION WHERE AN EXPRESSION AS DEFINED
* IN LESSON 1 WAS A NUMBER VARIABLE OR AN ARITHMETIC //.
* EXPRESSION THAT IS TO BE EVALUATED //10X//.
* PRINT , A,B1,5**2,/ , ASSUMING THAT A=10.0 , B=13.3 WOULD PRINT //.
* //5X//.10.0 13.3 //.
READ(5,101,END=306)CARD
107 WRITE(6,106) * PRINT //5X//.
FORMAT(6,106) * PRINT //5X//.
108 FORMAT(6,108) * PRINT //5X//.
FORMAT(6,108) * PRINT //5X//.
109 *// ALPHANUMERIC CHARACTERS OF THE STRING WITHIN A QUOTE //.
* S// THIS FORM IS USED FOR LABELING THE COMPUTER OUTPUT.
* FOR EXAMPLE PRINT //5X//.
* THE ANSWER IS //5X//.
* ITSELF IS USED TO SKIP A LINE ON THE COMPUTER OUTPUT //.
READ(5,101,END=307)CARD
110 WRITE(6,107) * THE COMPUTER OUTPUT SHEET IS DIVIDED INTO 8 ZONES //.
* EACH 15 COLUMNS WIDE PRINT LIST CAN BE SKIPPED BY PUTTING A //.
* BLANK IN THE PRINT LIST //.
* FOR EXAMPLE //15X, PRINT A B //.
* OUTPUTS THE VALUE OF A IN THE FIRST ZONE //.
* SKIPS THE THIRD ZONE AND PUTS X IN THE FOURTH ZONE //.
* SKIPS THE ALPHA VARIABLE AND STRINGS //.
* MAY EXTEND OVER SEVERAL //.
* ZONES , BUT NUMERIC RESULTS ARE LEFT JUSTIFIED //.
* ZONE IF MORE THAN EIGHT ITEMS OCCUR IN THE PRINT LIST , THE //.
* ITEMS WILL OVERFLOW AND BE PRINTED ON THE NEXT LINE //.
READ(5,101,END=308)CARD
111 WRITE(6,108) * USING THE PRINT AND END STATEMENT YOU NOW HAVE THE //.
FORMAT(6,108) * USING THE PRINT AND END STATEMENT YOU NOW HAVE THE //.

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* FACILITY TO EXECUTE YOUR FIRST PROGRAMS FOR EXAMPLE : !/10X; !/10X;
* PROGRAM TO COMPUTE THE SQUARE OF A NUMBER !/10X; !/10X;
* **PRINT! 5 SQUARED = !/5X! 5 SQUARED = 25 !/10X; !/10X;
* YOU WILL NOW BE GIVEN TWO PROBLEMS TO SOLVE !/10X; !/10X;
* THE EXECUTION PHASE OF BASIC WHERE YOU CAN RUN YOUR PROBLEMS !/10X; !/10X;
* AND THE EXECUTION PHASE OF BASIC WHERE YOU CAN FIND THE LESSONS !/10X; !/10X;
* AND THE EXECUTION PHASE OF BASIC WHERE YOU CAN FIND THE LESSONS !/10X; !/10X;
* SQUARE ROOT OF 5 SQUARED MINUS 4 TIMES 2 !/5X! 2 !/10X; !/10X;
* THE VALUE OF 3.1416(B CUBED)H/12.! WHERE B=2.50 , H=3.03 . !/10X; !/10X;
309 WRITE(6,109)
109 FFORMAT(0,109) IF YOU WISH TO SKIP THESE PROBLEMS REPLY : YES !/10X; !/10X;
5 READ(5,101) END=309) CARD !/10X; !/10X;
CALL CRUNCH(ILNGTH)
IF(CARDP(1).EQ.ASTRISK) GO TO 5 !/10X; !/10X;
IF(CARDP(1).EQ.ALPHA(25)) GO TO 10 !/10X; !/10X;
CALL TEST1 !/10X; !/10X;
310 WRITE(6,110) !/10X; !/10X;
110 FORMAT(5,101) !/10X; !/10X;
READ(5,101) END=310) CARD !/10X; !/10X;
CALL CRUNCH(ILNGTH)
IF(CARDP(1).EQ.ASTRISK) GO TO 6 !/10X; !/10X;
IF(CARDP(1).EQ.DIGIT(4)) GO TO 7 !/10X; !/10X;
WRITE(6,111) !/10X; !/10X;
111 FORMAT(0,111) !/10X; !/10X;
YOUR ANSWER IS WRONG !/10X; !/10X;
PRINT((5*#2)-(4*#2*#2))**.5// !/10X; !/10X;
112 FORMAT(0,112) !/10X; !/10X;
113 READ(5,101) END=7) CARD !/10X; !/10X;
CALL CRUNCH(ILNGTH)
IF(CARDP(1).NE.DIGIT(2).AND.CARDP(2).NE.DIGIT(3)) GO TO 9 !/10X; !/10X;
IF(CARDP(3).EQ.DECMAL.AND.CARDP(4).EQ.DIGIT(4)) GO TO 10 !/10X; !/10X;
9 WRITE(6,113) !/10X; !/10X;
YOUR ANSWER IS WRONG !/3.1416*(2.50**3)*3.03)/12 !/10X; !/10X;
10 WRITE(6,114) !/10X; !/10X;
114 FFORMAT(5,104) !/10X; !/10X;
C READ !/10X; !/10X;
* THE READ STATEMENT IS THE METHOD WHICH PROVIDES INPUT TO THE !/10X; !/10X;
* PROGRAM . THE FORM OF THE READ STATEMENT IS : !/10X; !/10X;
* READ << VARIABLE >> !/10X; !/10X;
* FOR EVERY VARIABLE IN THE READ LIST THERE MUST BE A CORRESPONDING !/10X; !/10X;
* ELEMENT IN A DATA STATEMENT . THE READ AND DATA STATEMENTS ARE !/10X; !/10X;
* USED TOGETHER TO ASSIGN INPUT VALUES TO PROGRAM VARIABLES !/10X; !/10X;
* . WHEN THE READ STATEMENT IS EXECUTED , EACH VARIABLE IS ASSIGNED !/10X; !/10X;
* !/ . SUCCESSIVE NUMBERS FROM A STACK OF NUMERIC DATA OR SUCCESSIVE !/10X; !/10X;
* !/ . STRINGS FROM A STACK OF ALPHA-NUMERIC DATA AS EACH VARIABLE !/10X; !/10X;
* !/ . IS READ , IT TAKES THE TOP ELEMENT OF THE APPROPRIATE DATA !/10X; !/10X;
* STACK . !/10X; !/10X;

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315 READ(5,101) D
315 WRITE(6,115) D
      FORMAT(6,115)
      * THE DATA STATEMENT IS A LIST OF INPUT NUMBERS OR "STRINGS". //5X
      * / WILL BE ASSIGNED TO VARIABLES IN A READ STATEMENT. THE FORM //.
      * CF THE DATA STATEMENT IS: //5X//.
      * DATA << NUMBER OR "STRING" //.
      * THE " STRING" OF ALPHA-NUMERIC CHARACTERS MUST BE ENCLOSED IN //.
      * SINGLE QUOTES MAY BE PLACED ANYWHERE IN A PROGRAM BUT THERE //.
      * IS AN UPPER LIMIT OF 500 NUMERIC AND 500 ALPHA-NUMERIC DATA //.
      * ELEMENTS FOR EACH PROGRAM //.
      READ(5,101) CARD
      READ(6,116)
      FORMAT(6,116)
      * WHEN THE FIRST DATA STATEMENT IS INTERPRETED //.
      * BY THE BASIC COMPILER A FIRST IN, FIRST OUT STACK IS FORMED //.
      * FOR NUMERIC AND ALPHA-NUMERIC DATA AS EACH NUMBER OR STRING //.
      * IN A DATA LIST IS INTERPRETED, IT IS PLACED ON THE BOTTOM OF //.
      * ITS PESPECTIVE DATA STACK AS OTHER DATA STATEMENTS ARE LOCATED //.
      * IN THE PROGRAM. ITS ELEMENTS ARE PLACED ON THE BOTTOM OF THE //.
      * PROPER STACK //.
      * WITH: 18./5X// DATA //19./5X// DOE //19./5X// EXAMPLE: 19./E.S
      * PRODUCES THE FOLLOWING DATA STACK: //5X//10X//13.33./5X//10X//10X.
      * ERIC./5X//10./J./10X// J.E.SMITH//5X//13./NUMERIC//10X//10X//10X.
      * 18./5X//19./J//10X// J.E.SMITH//5X//13.33./10X//10X//10X.
      READ(5,101) CARD
      READ(6,117)
      FORMAT(6,117)
      * VARIABLESP IN THE READ LIST ARE ASSIGNED VALUES FROM THE TOP OF //.
      * THE APPROPRIATE DATA STACK //.
      * THE NEXT ELEMENT POPS UP //10X// FROM THE DATA STACK DECREMENT AND //.
      * $./ ASSUMING THAT THE DATA FROM EXAMPLE 1. IS AVAILABLE IN THE //.
      * // VARIABLE'S IN THE READ LIST ARE ASSIGNED VALUES AS FOLLOWS //.
      * A<-10.0./5X// BACKS <-13.33./5X// Z<-J.E.SMITH//.
      * THE RESULTING DATA STACKS ARE AS FOLLOWS: //5X// NUMERIC//10X//10X.
      * PHA-NUMERIC//5X//18./15X// Z.X// DOE//5X//19./J//10X//10X//10X.
      READ(5,101) CARD
      READ(6,118)
      FORMAT(6,118)
      * THE RESTORE STATEMENT RESTORES USED TO RETURN THE NUMERIC //.
      * / AND ALPHA-NUMERIC DATA STACKS TO THEIR ORIGINAL CONDITION SO //.
      * THAT THE DATA MAY BE USED AGAIN. THE FORM OF THE RESTORE STATEMENT //.
      * NT// IS: //1UX// RESTORE (RESTORES NUMERIC DATA) //10X//.
      * TORIES ( RESTORES ALPHA-NUMERIC DATA )
      * YOU WILL NOW BE ASKED SOME QUESTIONS ABOUT THE READ STATEMENT AS //.
      * RESTORE STATEMENT //10X// CONSIDER THE FOLLOWING STATEMENT AS //.
      * PART OF A BASIC PROGRAM: //5X//ANS=//5X// DATA 25.716//ANS=//5X// DATA //.
      * CORRECT //.
      READ A,B3,I$ C1,D//5X// READ A,B3,I$,C1,D//5X// READ J$LES01740

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* E4 K$, X'/' END=319) CARD
  READ(5,101,END=320) CARD
119  WRITE(6,119)
119  FORMAT(0,10X, '1.') WHAT IS THE VALUE OF C1 ?? REPLY WITH VALUE* /
119  */
15  READ(5,101,END=320) CARD
    CALL CRUNCH(ILNGTH)
    IF(CARDP(1).EQ.0)ASTRSK) GO TO 15
    IF(CARDP(1).EQ.0)DIGIT(8)) GO TO 20
120  WRITE(6,120)
120  * INTO TWO FIFO STACKS, ONE FOR NUMERIC DATA AND ONE FOR ALPHA-/
120  * NUMERIC DATA WHEN THE READ STATEMENTS ARE EXECUTED ! THE
120  * VARIABLES ASSIGNED AS FOLLOWS: /5X, A<-2, 10X, ! IS <-- AND
120  * S=, /5X, B3<-5, !10X, ! J$<- CORRECT /5X, C1 <-7, !10X, ! K$ <-
120  * -- WRONG /5X, D <-16, /5X, E4 <- 25, /5X, X <- 0.0 //)
20  WRITE(6,121)
20  * NOW CONSIDER THAT THE ABOVE PROGRAM : /5X, RESTORE, /5X, READ, Z4, A ///
121  * WERE ADDED TO THE READ STATEMENT AS FOLLOWS: /5X, READ, Z4, A ///
121  * 10X, * 2, ) WHAT IS THE VALUE OF Z4 ?? REPLY WITH VALUE .//)
25  READ(5,101,END=322) CARD
    CALL CRUNCH(ILNGTH)
    IF(CARDP(1).EQ.0)ASTRSK) GO TO 25
    IF(CARDP(1).EQ.0)DIGIT(3).AND.CARDP(2).EQ.BLANK) GO TO 30
122  WRITE(6,122)
122  * FORMAT(0,10X, * THE RESTORE COMMAND 'RESTORE' WORKS
122  * RETURNS THE NUMERIC DATA STACK TO ITS ORIGINAL CONDITION AND
122  * THE READ STATEMENT ASSIGNS VALUES FROM THE TOP OF THE DATA ///
122  * STACK TO THE VARIABLES IN THE READ LIST AS FOLLOWS: ./5X, * 24 <--LESO2230
    * 2, /5X, A <-5, //)
30  WRITE(6,123)
30  * FORMAT(6,123)
123  * NOW THAT YOU HAVE SEEN HOW READ AND DATA STATEMENTS WORK TOGETHER
123  * TO INPUT VALUES INTO YOUR PROGRAM AND HOW THE PRINT STATEMENT
123  * IS USED TO OUTPUT AND LABEL RESULTS YOU HAVE THE FACILITY
123  * TO WRITE SIMPLE PROGRAMS USING INPUT DATA /5X, FOR EXAMPLE
123  * ((8**2)**5) COULD BE WRITTEN IN SYMBOLIC FORM AND THE DATA ///
123  * ((CULD BE READ ./5X, READ ./5X, END //) IN THE NEXT LESSON YOU
123  * (A**B)**5) DATA 8, TO USE ASSIGNMENT STATEMENTS ./ THIS WILL GIVE
123  * YOU GREATER FLEXIBILITY IN WRITING EXPRESSIONS SUCH AS: //5X, *A=B**2-4*A*C LESO2130
123  * AND Z=(A**2+3)/A, THEN BY SAYING PRINT A,Z // THE RESULTS OF BL
123  * OTHER EXPRESSIONS WOULD BE DISPLAYED. //)
124  READ(5,101,END=324) CARD
124  WRITE(6,124)
124  * FORMAT(0,10X, * YOU WILL NOW BE GIVEN SOME REPRESENTATIVE PROBLEMS
124  * TO GIVE YOU A CHANCE TO EXERCISE YOUR NEW PROGRAMMING TOOLS. /LESO2230

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* /10X '1') WRITE A PROGRAM TO SOLVE THE EQUATION X**2+10Y-24 // LES02240
* WHERE INPUT DATA IS X=10, Y=3 // WRITE A PROGRAM // LES02250
* TO SOLVE THE QUADRATIC EQUATION // -(B**2 - 4*C)**.5 / IF YOU WISH // LES02255
* IN INPUT DATA IS A=2, B=5, C=2 // ENTER AND EXECUTILESG2270
* THESE PROGRAMS NOW // EXECUTILESG2270
* USE COMPILER // CAIBALESO2280
* SIC COMPILER // LES02280
* EXIT(5,101,END=325)CARD
35 READ(5,101,END=325)CARD
CALL CRUNCH(ILNGTH)
IF(CARDP(1).EQ.ASTRSK) GO TO 35
IF(CARDP(1).EQ.ALPHA(25))GO TO 45
IF(CARDP(1).EQ.ALPHA(14))GO TO 40
325 WRITE(6,125)
125 FORMAT(6,125)
*** YOUR REPLY IS INCORRECTLY TYPED , REPLY AGAIN ***
126 FORMAT(6,126)
126 *// WILL NOW BE GIVEN SO YOU MAY CHECK YOUR RESULTS : /5X, 1.)LES02370
CALL EXIT
45 CALL TEST1
40 WRITE(6,127)
127 FORMAT(6,101,END=328)CARD
127 READ(5,101,END=328)CARD
IF(CARDP(1).EQ.ASTRSK) GO TO 50
IF(CARDP(1).EQ.DIGIT(2).AND.CARDP(3).EQ.DIGIT(7)) GO TO 55
128 WRITE(6,128)
128 *// THE CORRECT ANSWER IS 106, AND THE PROGRAM SHOULD // LES02490
128 *// HAVE BEEN SIMILAR TO : /5X, READ X, Y, /5X; PRINT: ANSWER= , (X*# LES02500
128 *// 2 + 10*Y - 24) /5X, DATA 10,3 /5X, END // LES02520
55 WRITE(6,129)
129 FORMAT(6,101,END=62)CARD
160 READ(5,101,END=62)CARD
CALL CRUNCH(ILNGTH)
IF(CARDP(1).EQ.ASTRSK) GO TO 60
IF(CARDP(1).NE.CMINUS) AND CARDP(2).NE.DECMAL GO TO 62
IF(CARDP(3).EQ.DIGIT(6))GO TO 70
62 WRITE(6,130)
62 *// LOOK SIMILAR TO : /5X, THE CORRECT ANSWER IS 50, AND THE PROGRAM SHOULD // LES02620
62 *// + (B**2 - 4*A*C)**.5 / 2*A /5X, DATA 2,5,2 /5X, END // LES02630
70 CALL EXIT
END
LES02640
LES02660

C LESSON 3 PRESENTS THE 'LET' STATEMENT AND BUILT-IN FUNCTIONS
C - COMMON
C - STACK(100), PROG(2000), CARD(80), ALPHA(48), LES04010
C - LES04020

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-- IAPTR, IADATA(500) XNDATA(500) STRING(5),
-- DIGIT(10), IPRTB(10) LIST(100) LIST(100) $T(100),
-- PRT(2500) NERSIINST, NSILST DEBUG, DOL$GN, QUOTE,
-- EQUALS, PARRT, DECMAL, PLUS, CMINUS, SLASH, COMMA,
-- PARLFT, ASTRSK, BLANK
-- COMMON INTERP, IEXERR, /
-- REAL*8 LES3/LES3, N1)
-- CALL ALLOAD(/)

100 WRITE(6,100) * ** LESSON 3. ***
* THIS INSTRUCTION SET WILL INTRODUCE YOU TO ASSIGNMENT STATEMENTS!/
* AND BUILT-IN FUNCTIONS. THE LET STATEMENT AND THE 10 BUILT-IN!/
* FUNCTION WILL ENABLE YOU TO EVALUATE AND ASSIGN VARIABLES TO !/
* COMPLEX ARITHMETIC EXPRESSIONS. //, END=302) CARD

101 READ(5,101) END=301) CARD
102 FORMAT(6,102)
102 WRITE(6,102) * A LET STATEMENT IS AN ASSIGNMENT OR SUBSTITUTION COMMAND. IT //,
* CAUSES THE EVALUATION OF AN EXPRESSION TO BE SUBSTITUTED FOR THE //,
* CURRENT VALUE OF A VARIABLE. THE FORM OF THE LET STATEMENT IS //,
* 10X. LET << VARIABLE >> = << EXPRESSION >> OR
* LET << VARIABLE >> = << EXPRESSION >> = ••• = << EXPRESSION >> /)
103 READ(5,103) END=303) CARD
103 WRITE(6,103) * THERE MAY BE ANY NUMBER OF VARIABLES = VARIABLE //,
* IN THE FORM OF THE LET STATEMENT EXPRESSION IS A NUMBER //,
* VARIABLE OR AN ARITHMETIC EXPRESSION //, 10X //
* WHEN THE LET STATEMENT IS EXECUTED THE EXPRESSION ON THE RIGHT //,
* SIDE OF THE EQUAL SIGN IS EVALUATED AND THE RESULTING VALUE IS //,
* ASSIGNED TO THE VARIABLE OR VARIABLES ON THE LEFT SIDE OF THE EQUAL
* SIGN. THE PREVIOUS VALUE ASSIGNED TO THE VARIABLE OR VARIABLE
* LOST. //, SIGN. THE PREVIOUS EXAMPLE //, LET A=12.3//, LET B
* =14.4//, 10X. LET A=B=25//, THE VALUE OF THE VARIABLES A AND B IS
* NOW A=B=25. //, END=304) CARD
104 READ(5,104) END=304) CARD
104 WRITE(6,104) * THE ONLY RESTRICTION ON THE USE OF VARIABLES //,
* IS THAT SIMPLE AND SUBSCRIPTED VARIABLES CAN ONLY BE ASSIGNED //,
* NUMERIC VALUES AND ALPHA VARIABLES CAN ONLY BE ASSIGNED ALPHA- //,
* NUMERIC STRINGS! FOR EXAMPLE //, 10X. LET A=D4=X(5)=(3*2-
* 6)/4//, 10X. LET AS=X$=.HELP//, 10X. LET Y=(B - 4*A*C)**5//, 10X
* LET OS=.ANSWER = ./. THE FOLLOWING ASSIGNMENT IS ILLEGAL : //, 10X
* READ(5,105) END=305) CARD
105 WRITE(6,105) * YOU WILL NOW BE ASKED QUESTIONS CONCERNING //,
* WHAT YOU HAVE JUST LEARNED : //,

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106 WRITE(6,106) REPLY WITH VALUE OF X IN BELOW PROGRAM • ' / '
  * 0X, ! LET A=4./10X! ! LET B=6./10X! ! LET C=3./10X! ! LET X=A**2 - 4*B
  * + 3*C, ! PRINT ! ANSWER = X./10X, ! END // !
5 READ(5,101,END=306) CARD
  CALL(CRUNCH(ILNGTH))
  IF(CARDP(1)=EQ.ASTRSK) GO TO 5
  IF(CARDP(1)=EQ.DIGIT(2)) GO TO 10
  IF(CARDP(1)=EQ.PLUS.AND.CARDP(2)=EQ.DIGIT(2)) GO TO 10
  IF(CARDP(1)=EQ.X) GO TO 10
106 WRITE(6,107) YOUR RESPONSE WAS INCORRECT • THE EXPRESSION AS : 15X, ! X <
107 FORMAT(6,107)
  * EVALUATED IS : X=4**2 - 4*6 + 3*3 WHICH • EVALUATES AS : 15X, ! X <
  * - 16 - 24 + 9 ; X <-- + 1.// !
108 WRITE(6,108) REPLY WITH VALUE OF Z IN BELOW PROGRAM • ' / '
  * 0X, ! DATA 1,2,3,4,6,! 10X, ! DATA 7,8,! 10X, ! END // !
  * /10X, ! READ GS, Y(C,D)! /10X, ! LET Z=X+Y,! /10X, ! END // !
15 READ(5,101,END=309) CARD
  CALL(CRUNCH(ILNGTH))
  IF(CARDP(1)=EQ.ASTRSK) GO TO 15
  IF(CARDP(1)=EQ.DIGIT(8)) GO TO 20
109 WRITE(6,109) YOUR RESPONSE WAS INCORRECT • THE VARIABLES ARE ' / '
109 FORMAT(6,109)
  * ASSIGNED VALUES AS FOLLOWS : 5X, ! NUMERIC, ! 10X, ! ALPHA, ! 5X, ! A<
  * - 1, ! 1CX, ! Y$ <-- RIGHT ON ! 5X, ! B<-- 2, ! 5X, ! X<-- 3, ! 5X, ! Y<-- 4;
  * / 5X, ! C<-- 6, ! 5X, ! D<-- 7, ! 5X, ! Z <-- X+Y ; Z <-- 7 // !
20 WRITE(6,110)
  * FORMAT(6,110)
  * STATEMENT REPRESENT ? /10X, ! R=(A+B)/(C-D), ! 1CX, ! 3, ! LET R= A+B/C-D// WHICH FORMULA DOES THIS
  * ) R=(A+B)/(C-D), ! 1CX, ! B, ! R= A+(B/C)-D// A.
25 READ(5,101,END=311) CARD
  CALL(CRUNCH(ILNGTH))
  IF(CARDP(1)=EQ.ASTRSK) GO TO 25
  IF(CARDP(1)=EQ.ALPHA(2)) GO TO 30
311 WRITE(6,111)
311 FORMAT(6,111)
  * YOUR RESPONSE WAS INCORRECT WHEN THERE ARE NO OPERATORS APPLIES !
  * PARENTHESIS IN AN EXPRESSION THE HIERARCHY OF OPERATORS IS DONE FIRST //
  * //, THUS IN THIS EXPRESSION THE DIVIDE OPERATION IS STILL HAVING PROBLEMS !
  * //, WITH EXPRESSIONS YOU HAD BETTER REVIEW YOUR SESSION ON LESSON 1.
  * // !
30 WRITE(6,112)
112 FCRMAT(6,112)
  * BUILT-IN FUNCTIONS ARE COMMONLY USED PROGRAMS ALREADY WRITTEN ! /5X, !
  * AND STORED IN THE CAI BASIC COMPILER FOR YOUR USE • THERE ARE // /
  * FUNCTIONS TO FIND SQUARE ROOTS, LOGARITHMS, ABSOLUTE VALUES ! /
  * AND TRIGONOMETRIC VALUES << THE FORM FOR THE BUILT-IN FUNCTIONS IS
  * : /10X, ! FUNCTION NAME << (EXPRESSION) >>, WHERE THE EXPRESSTO

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* IS ENCLOSED IN PARENTHESIS • • //)
313 READ(5,101)END=313)CARD
313 WRITE(6,113)
313 FORMAT(10X,' THE BUILT-IN FUNCTIONS AND DEFINITIONS ARE :',/5X,
313 *      SQR(X)      --- SQUARE ROOT OF ARGUMENT (MUST BE POSITIVE) !, /5X,
313 *      ABS(X)      --- ABSOLUTE VALUE OF ARGUMENT !/5X, ! LOG(X)      --- EXPONENTIAL FU
313 *      NATURAL LOGARITHM OF ARGUMENT !/5X, ! EXP(X)      --- INTEGER PART
313 *      VALUE OF CF 2•718218 ** X./5X, ! INT(X)      --- INTERNAL PART
313 *      OF ARGUMENT IS RETURNED
313 *      SINE OF THE ARGUMENT !/5X, ! COS(X)      --- COSINE OF ARGUMENT !/5X
313 *      TAN(X)      --- TANGENT OF ARGUMENT !/5X, ! ATN(X)      --- ARC
313 *      TANGENT IN RADIANS OF ARGUMENT !/5X, ! IN ALL THE ABOVE BUILT-IN FUNCT
313 *      IONS THE ARGUMENT IS ANY LEGAL EXPRESSION !/. AND AS NOTED THE SQ
313 *      R FUNCTIONS REQUIRE A POSITIVE ARGUMENT !/. THE TRIGONOMETRIC FU
313 *      NCNTIONS REQUIRE AN ARGUMENT VALUE IN RADIANS . !/1
314 READ(5,101)END=314)CARD
314 WRITE(6,114)
314 FORMAT(10X,' THE BUILT-IN FUNCTIONS ARE USED BY SIMPLY !/
314 *      CALLING THEM WITH THE APPROPRIATE FUNCTION NAME AND ARGUMENT !/
314 *      THESE BUILT-IN FUNCTIONS ARE CONSIDERED TO BE EXPRESSIONS !
314 *      AND THEY MAY BE USED ANY PLACE WHERE AN EXPRESSION IS LEGAL !
314 *      FOR EXAMPLE : !/5X, ! LET Z=SQR(ABS(-5)) IS A CORRECT USE OF BUI
314 *      LT-IN FUNCTIONS !/1
314 READ(5,101)END=315)CARD
315 WRITE(6,115)
315 FORMAT(10X,' THE FOLLOWING PROGRAM IS A EXAMPLE OF HOW TO !/
315 *      USE BUILT-IN FUNCTIONS :!/5X, ! REM PROGRAM TO COMPUTE SQUARE ROO
315 *      T AND LOGARITHM !/5X, ! READ A,!/5X, ! LET Z=SQR(A) !/5X, ! LET Z=LOG(A
315 *      !/5X, ! PRINT !/5X, ! READ B,!/5X, ! LET Y=LOG(Z) !/5X, ! DATA 46,8,!/5X, !
315 *      END !/5X, ! PRODUCES RESULT !/5X, ! SQUARE ROOT = 2.0!, !10X, ! LOG= 1.386,!/5X, !
315 *      READ(5,101)END=316)CARD
316 WRITE(6,105)
316 FORMAT(10X,' 1: ) IS THE FOLLOWING STATEMENT LEGAL ? !/1
316 *      READ(101,FND=317)CARD
316 *      FND=317)CARD
316 *      READ(101,FND=317)CARD
316 *      CALL CRUNCH(ILNGTH)
316 *      IF(CARDP(1)=EQ•ASTRSK) GO TO 35
316 *      IF(CARDP(1)=EQ•ALPHA(25)) GO TO 40
316 WRITE(6,117)
317 FORMAT(10X,' YOUR REPLY WAS INCORRECT. MULTIPLE FUNCTIONS CAN !/
317 *      BE USED IN AN EXPRESSION AS LONG AS THE EXPRESSION IS WELL FORMED.
317 *      !/1
318 WRITE(6,118)
318 FORMAT(10X,' 2. IS THE FOLLOWING SEQUENCE OF PROGRAM STATEMENT !/
318 *      LEGAL ? !/REPLY: YES OR NO. !/5X, ! LET B=-9,!/5X, ! LET X=SQR(B).!/5X, !/1
318 *      !/1

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50 READ(S,101)END=319!CARD GO TO 50
119 WRITE(6,119)
      * NO THE SQUARE ROOT OF A NEGATIVE NUMBER IS AN //'
      * UNDEFINED OPERATION IN THE NEXT LESSON YOU WILL BE SHOWN HOW A //'
      * BASIC STATEMENT FOR TESTING AND BRANCHING TO ANOTHER SEGMENT //'
      * OF THE PROGRAM IF THE TEST IS TRUE //'
      * OF THE PROGRAM SEQUENCE MIGHT BE ALTERED AS FOLLOWS : //'
      * IF X LT 100 /5X, SC LET X=SQR(X) /10X ! LET B=-9 /5X
      * /10X ! GO TO 5C /1CX ! 1C REM NEGATIVE //'
      * FOR A NEGATIVE ARGUMENT THIS PROGRAM SEQUENCES TESTS //'
      * ER 100 MAKES THE ARGUMENT POSITIVE //'
      * MENT SC TO COMPLETE THE PROGRAM //'
      READ(5,1C1)END=320!CARD

320 WRITE(6,123)
      * WITH THE LET STATEMENT AND BUILT-IN FUNCTIONS PLUS THE PREVIOUS //'
      * BASIC STATEMENT REM READ DATA , PRINT ) YOU ARE //'
      * FAST GAINING AN EFFECTIVE REPERTOIRE FOR PROGRAMMING USE IN //'
      * THE NEXT LESSON YOU WILL LEARN HOW TO SET UP LOOPS IN A PROGRAM //'
      * SO THAT THE MAIN BODY OF A PROGRAM MAY BE EXECUTED AS OFTEN //'
      * AS DESIRED AS YOU ARE DOING YOUR REVIEW PROBLEMS , THINK ABOUT //'
      * HOW YOU COULD SET UP A LOOP TO READ IN ANY AMOUNT OF DATA , //'
      READ(5,1C1)END=324!CARD

123 FORMAT(6,123)
      * C SUMMARY STATEMENT FOR THE LET STATEMENT REM READ DATA , PRINT ) YOU ARE //'
      * INPUT THE PRESENT WORTH OF AN INVESTMENT FOR . / SOME NUMBER OF YEA //'
      * RS HENCE PRESENT FORMULA IS : //10X * P=5(1+(1+I)*N) // WHERE P //'
      * IS INTEREST RATE OF A PAYMENT IN N YEARS HENCE //'
      * 1 FOR DATA USE I=.38 , S=5000 , N=20 //5X !
      * 2 TO FIND SIDES A AND C OF A TRIANGLE USING //'
      * THE LAW OF SINES FORMULA : //10X * A/SIN(A) = B/SIN(B) = C/SIN(C) //'
      * WHERE THE NUMERATOR IS THE SIDE AND THE DENOMINATOR IS THE //'
      * SINE OF THE ANGLE ! THE CONVERSION FACTOR FROM DEGREES TO RADIANS //'
      * IS : //1CX ! 1 DEGRT F =(3.1416/180) RADIAN ! THE DATA FOR THE PROGR //'
      * AH IS : //5X ! SIDE B=34.91 IN : //5X ! ANGLE A=98.71 DEG. //5X ! ANGL //'
      * E B=49.97 DEG. //5X ! CALL CRUNCH(ILNGTH) //'
      * IF(CARDP(1)=EQ.ASTRSK) GO TO 60
      IF(CARDP(1)=EQ. ALPHA(14)) GO TO 65
      IF(CARDP(1)=EQ. ALPHA(25)) GO TO 70
      325 WRITE(6,125)
125 FORMAT(6,125)
      * YOUR REPLY IS INCORRECT , REPLY AGAIN //'
      GO TO 6C
      65 WRITE(6,126)

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THIS LESSON INTRODUCES BRANCHING , BOTH CONDITIONAL AND UNCONDITIONAL .

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COMMON CARD(80) XNDAFA(500) LISTLST(100)
COMMON ALPHA(80) STRING(50), QUOTE, COMMA,
COMMON PRUG(200), INPTR, IADATA(500), LIST(100),
COMMON DEBUG, DOLSGN, NERRS, INST, PARLT, PARRT, BLANK, PLUS, CMINUS, SLASH,
COMMON ASTRSK, INTERP, EXERR, / /
COMMON REAL#8 LES4/LES4N4
CALL ALLOAD(LES4,N1)
WRITE(6,100)
FCRMAT(10.,5X,*) *** LESSON 4 ***
100

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* THIS INSTRUCTION SEQUENCE WILL COVER BRANCHES AS YOU HAVE    // LES00130
** SEEN FROM PREVIOUS PROGRAMS. A PROGRAM EXECUTION USUALLY    // LES00140
** TAKES A DIRECT ROUTE FROM THE FIRST TO THE LAST STATEMENT    // LES00150
** THE CONDITION THAT ALLOWS DETOURS TO OCCUR IN PROGRAMS IS CALLED: / LES00160
** AND BRANCHING. THERE ARE TWO TYPES OF BRANCHING : UNCONDITIONAL / LES00170
** AND CONDITIONAL. (END=302) CARD
READ(5,101)
101 FORMAT(101)
102 WRITE(6,102)
      * AN UNCONDITIONAL BRANCH IS AN IMPERATIVE STATEMENT. THERE ARE TWO FORMS // LES00180
      ** FROM ONE POINT TO ANOTHER. GO TO. AND THE GO TO STATEMENT NUMBER >> / LES00190
      ** OF THE UNCONDITIONAL BRANCH : THE GO TO STATEMENT NUMBER >> / LES00200
      ** GO TO. // COMPUTED // THIS COMMAND HANDLES STATEMENT NUMBER // ANDLES STATEMENT NUMBER // FORLES STATEMENT NUMBER // / LES00210
      ** TRANSFERS PROGRAM CONTROL DIRECTLY TO THE STATEMENT NUMBER // GO TO. IS USED // / LES00220
      ** COUNTINUES EXECUTION FROM THAT POINT. THE GO TO. IS USED // / LES00230
      ** FORMING LOOPS IN A PROGRAM. // / LES00240
      ** READ(5,101) CARD
103 WRITE(6,103)
      * A SAMPLE LOOP FOLLOWS : // 5X; REM PROGRAM TO COMPUTE PRESENT WORTH // LES00250
      ** RATE; N=NR;YEARS; / 5X; PRINT; INVESTMENT; / PRINCIPAL; / INTEREST; / PRINCIPAL; / INTEREST; / / LES00260
      ** READ; 1N; / 5X; LET P=(1+(1+I)*N); / / LES00270
      ** 6X; PRINTP; 1N; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,20,5000; / 08,10,LES00280
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00290
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00300
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00310
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00320
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00330
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00340
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00350
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00360
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00370
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00380
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00390
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00400
      ** 5000; / 06,10; / 5X; END; / GO TO 1N; / 5X; DATA 5000; / 08,10,LES00410
      ** READ(5,101) CARD
104 WRITE(6,104)
      * THE ERROR OCCURS BECAUSE YOU RUN OUT OF DATA DURING // LES00420
      ** THE EXECUTION OF THE LOOP SET-UP BY THE UNCONDITIONAL TRANSFER. / LES00430
      ** IF THE READ STATEMENT WERE NOT IN THE LOOP IT CAUSE THE / LES00440
      ** PROGRAM TO STOP. THEN YOU WOULD BE IN AN INFINITE LOOP. / LES00450
      ** A CONDITION IN WHICH THERE IS NO WAY TO STOP YOU MUST ALWAYS // LES00460
      ** CHECK FOR THE INFINITE LOOP CONDITION BY MAKING SURE THAT // LES00470
      ** YCURR PROGRAM HAS AN EXIT. // / LES00480
      ** READ(5,101) CARD
105 FORMAT(105)
106 WRITE(6,105)
      * EXPRESSION >> GO TO << STATEMENT NUMBER // GO TO. / LES00490
      ** COMMAND STATEMENT NUMBER >> // THIS SPECIAL FORM OF THE EXPRESSION // GO TO. / LES00500
      ** COMPUTED GO TO. AN INTEGER EVALUATED TO AN INTEGER OUTSIDE THIS // LES00510
      ** BETWEEN 1->999. IF IT IS NOT AN INTEGER WHEN THE COMPUTED GO TO. IS // LES00520
      ** RANGE AN ERROR WILL OCCUR // 5X. WHEN THE EXPRESSION IS EVALUATED // / LES00530
      ** EXECUTED THE EXPRESSION IS REPRESENTS THE N-TH STATEMENT NUMBER // / WHERE N-TH REPRESENTS THE LES00540
      ** READ(5,105) CARD

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THIS LESSON INTRODUCES ITERATION, SUBSCRIPTED VARIABLES, AND LISTS(VECTORS) AND TABLES(MATRICES).

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STACK(100); PROG(2000); COMMON CARD(80); CARDP(80); ALPHA(48);  
LES00020  
LES00030
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IAPTR(1) INPTR !ADATA(500) LIST(100) !ST(100) !ST(100)
DIGIT(10) !PRITB(1C) !NERRS(1NF) NSTLST DEBUG DLSGN QUOTE,
DRT(250) PARRT DÉCHAL, PLUS, CMINUS, SLASH, COMMA,
EQUALS, PARLFT !ASTRSK, BLANK, REAL#8 !EXERR,
PARLFT !ASTRSK, INTERP !EXONS ./,
REAL#8 !LESS, N1)
CALL AL LOAD(LESS, N1)

100  WRITE(6,100) *#* LESSON 5 ***  

* THIS LESSON WILL INTRODUCE YOU TO ITERATION (MATRICES).  

* VARIABLES AND LISTS (VECTORS) AND TABLES (SUBSCRIPTED  

* MATRICES).  

* IN THE LAST LESSON YOU WERE SHOWN HOW TO USE CONDITIONAL AND TEST  

* UNCONDITIONAL BRANCHES TO CONTROL LOOPING. THE COUNT AND TEST  

* STATEMENT HAS BEEN REVISED TO CONTROL LOOPING. AN ABBREVIATED BASIC  

* STATEMENT HAS THE FOLLOWING FORM:  

* FCR << SIMPLE VARIABLE >> = << EXPRESSION >>, TU << EXPRESSION >>, /  

* 2CX*, STEP << EXPRESSION >>, /12X, ... .12X, ... /10X, ... /10X,  

* READ(5! 101) CARD  

* READ(5! 101) END=301 CARD  

* FORMAT(6! 102)  

101  WRITE(6,101) * FOR EXAMPLE, CONSIDER THIS PROGRAM SEGMENT :  

102  FORMAT(6! 102) * FOR I=1 TO 10 STEP 2 /5X, LET X=X+1 /5X, NEXT I  

* THE FOR/NEXT PAIR IS EXECUTED. THE LOOP INDEX IS GIVEN • WHEN /  

* VALUE (INITIALIZED) OF THE FIRST EXPRESSION (I=1 IN EXAMPLE) /  

* THIS INDEX IS THEN TESTED TO DETERMINE WHETHER IT IS GREATER THAN  

* THE SECOND EXPRESSION AFTER • TO • (I0 IN EXAMPLE) IF IT IS /  

* GREAT, THE CONTROL IS TRANSFERRED TO THE STATEMENT FOLLOWING /  

* • NEXT. OTHERWISE THE REMAINING STATEMENTS WITHIN THE LOOP /  

* (FOR/NEXT) ARE EXECUTED SEQUENTIALLY UNTIL THE • NEXT. STATEMENT  

* IS REACHED. /  

* READ(5! 101) END=303 CARD  

103  WRITE(6,103) * WHEN THE •NEXT• STATEMENT IS REACHED, THE LOOP /  

* INDEX IS INCREASED (INCREMENTED) BY THE AMOUNT OF THE EXPRESSION /  

* FOLLOWING •STEP•, AND CONTROL IS TRANSFERRED BACK TO THE •FOR• /  

* •NEXT• STATEMENT WHERE THE LOOP CONTINUES UNTIL THE INDEX VALUE IS /  

* GREATER THAN THE FINAL VALUE. FOR EXAMPLE:  

* R1=1 TO 10 STEP 1 /5X, LET C=C+1 /5X, LET C=0 /5X, SUM FOL  

* PREAD(5! 104) PRINT C /5X, SUM FOL /5X, LET C=C+1 /5X, LET C=0 /5X  

* PREAD(5! 104) PRINT C /5X, SUM FOL /5X, LET C=C+1 /5X, LET C=0 /5X  

104  WRITE(6! 104) * YOU WILL NOTICE THAT THE SIMPLE VARIABLE FOLLOWING /  

105

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* * 'NEXT' IS THE SAME AS THE SIMPLE VARIABLE FOLLOWING 'FOR'.
 * AND THAT THE INCREMENT MARKS THE END OF THE LOOP.
 * BECAUSE THE INCREMENT VALUE OF A LOOP IS COMMONLY ONE(1), THE //,
 * INCREMENT WILL BE ASSUMED TO BE ONE(+1). FOR EXAMPLE,
 * ABOVE 'FOR I=1 TO 10 // 5X;' THE INCREMENT VALUE AFTER 'STEP' MAY BE //,
 * POSITIVE OR NEGATIVE ALLOWING THE FLEXIBILITY OF LOOPING FORWARD //,
 * OR BACKWARD. FOR LESS THAN 0, FOR EXAMPLE THE FOLLOWING VALUE THE TEST BECOMES FORWARD //,
 * EQUIVALENT :// 5X. FOR I=1 TO 10 // 5X. FOR I=10 TO 1 STEP -1 //,
 READ(5,105) CARD
 305 WRITE(6,105) 10X // ANOTHER USEFUL TECHNIQUE OF LOOPING IS 'NESTING'.
 105 *// NESTING REFERS TO PLACING ONE LOOP INSIDE ANOTHER LOOP. //,
 * THE INNER LOOP SPINS AROUND AS MANY TIMES AS THE OUTER LOOP. //,
 * IS INCREMENTED FOR EXAMPLE CONSIDER THIS PROGRAM SEGMENT. //,
 * FOR I=1 TO 10 // 5X. FOR J=1 TO 20 STEP 2 // 6X. // 5X. //,
 * NEXT J // 6X. NEXT I //, IN THIS EXAMPLE THE OUTSIDE LOOP(I) WILL BE REPEATED 20 //,
 * TIMES FOR EACH INCREMENT OF THE OUTSIDE LOOP, OR 200 REPETITIONS. //,
 * // LOOPS MAY BE NESTED UP TO A MAXIMUM OF 2C; HOWEVER, THEY //,
 * CANNOT OVERLAP. THE INNER MOST LOOP MUST BE CLOSED WITH ITS //,
 * NEXT STATEMENT BEFORE ENCOUNTERING THE NEXT OUTER LOOP. //,
 * NEXT STATEMENT FOR EXAMPLE:
 * FOR X=10 TO 1 STEP -1 // 5X. FOR Y=3 TO 5 // 5X. FOR Z=-3 TO -5 STEP //,
 * -1 // 6X. // 5X. NEXT Y // 5X. NEXT Z // 5X. NEXT X // 5X. //,
 READ(5,101) CARD
 306 WRITE(6,106) 10X // WITHIN A FOR/NEXT LOOP CONDITIONAL AND UNCONDITIONAL CONTROL //,
 106 *// BRANCHES MAY BE USED TO TRANSFER CONTROL OUT OF A LOOP. //,
 * OR WITHIN LIMITS OF THE SAME LOOP. HOWEVER, IT IS NOT POSSIBLE //,
 * TO BRANCH INTO THE MIDDLE OF A FOR/NEXT LOOP BECAUSE LOGIC //,
 * PROBLEMS OCCUR AND AN ERROR WILL RESULT. AN ADDITIONAL ITEM //,
 * TO BE CAREFUL ABOUT IS USING THE INDEX VARIABLE OF THE FOR/NEXT //,
 * LOOP IN COMPUTATIONS. IF YOU ALTER THE VALUE OF THE LOOP INDEX //,
 * YOU WILL EFFECT THE ACTION OF THE LOOP. FOR EXAMPLE: //,
 * FOR I=1 TO 10 // 5X. LET I=I+1 // 5X. PRINT I // 5X. ENLESOO860
 * D// REPLY WITH VALUE OF I THAT IS PRINTED //,
 5 READ(5,101) CARD
 5 CALL CRUNCH(1LNGTH)
 IF(CARDP(1)=EQ.ASTRSK) GO TO 5
 IF(CARDP(1)=EQ.DIGIT(2)=EQ.CARDP(2)) GO TO 10
 307 WRITE(6,107) //,
 107 FORMAT(0.0). YOUR ANSWER IS INCORRECT. THE LOOP INDEX(I) IS //,
 * ALTERED IN THE LOOP (I=11) AND THEN INCREMENTED AND TESTED (I=12). //,
 10 WRITE(6,108) //,
 LESOO500
 LESOO510
 LESOO520
 LESOO530
 LESOO540
 LESOO550
 LESOO560
 LESOO570
 LESOO580
 LESOO590
 LESOO600
 LESOO610
 LESOO620
 LESOO630
 LESOO640
 LESOO650
 LESOO660
 LESOO690
 LESOO710
 LESOO720
 LESOO730
 LESOO740
 LESOO750
 LESOO760
 LESOO770
 LESOO780
 LESOO890
 LESOO90C
 LESOO920
 LESOO930
 LESOO940
 LESOO950
 LESOO960


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*OR A LETTER FOLLOWED BY A DIGIT. SUBSCRIPTED VARIABLES CONSIST OF 'LES01450
*OF A LETTER FOLLOWED BY A SINGLE OR DOUBLE SUBSCRIPT IN PARENTHESES 'LES01460
*IS / THE SUBSCRIPTS MAY BE ANY LEGAL EXPRESSION THAT EVALUATES // IX.
*TO AN INTEGER VALUE. FOR EXAMPLE:
*A(1) B(3) D(1,3), Z(I,J) X(3,*A) ARE LEGAL SUBSCRIPTS 'LES01470
*RIPTED VARIABLES // ARE LEGAL SUBSCRIPTS // USE OF SUBSCRIPTED VARIABLES FOLLOWS :// LES01490
*READ(5,101,END=316) CARD LES01520
316 WRITE(6,116) 10,5X, 2. A NUMERIC LIST ' OR VECTOR ' OR SET OF NUMERIC VALUES ARRANGED IN SINGLE DIMENSION. ORDERLY. /LES01530
*FOR // ARRAYS ' IS A SET OF NUMERIC VALUES YOU WOULD LIKE TO READ SOME // LES01540
**MANNER FOR EXAMPLE. SUPPOSE YOU HAVE THESE NUMBERS AVAILABLE AND // LES01550
**NUMBERS IDENTIFIED FOR YOUR PROGRAM AND HAVE THESE NUMBERS AVAILABLE AND // LES01560
**TIME YOU HAD TO EACH VALUE, BUT WHAT IF YOU HAD 10 NUMBERS ? // LES01570
**IT IS EASIER TO THINK OF THE NUMBERS AS A LIST OF NUMBERS OR A // LES01580
**VECTOR THE SIZE OF WHICH IS DETERMINED BY HOW MANY NUMBERS YOU // LES01590
**HAVE // YOU THEN SIMPLY ASSIGN THE VALUES TO THE LIST. // LES01600
*READ(5,101,END=317) CARD LES01620
317 WRITE(6,117) 10,5X, THE FOLLOWING PROGRAM WILL ASSIGN 10 VALUES TO THE // LES01630
117 * LIST. A WHICH CONTAINS 10 ELEMENTS: //5X, DIM A(10), FOR // LES01640
**L=1 TO 10, /5X, READ A(L), /5X, NEXT L, /5X, DATA 1,37,56,942,LES01650
**14,4, /5X, END // THE LIST A CONTAINING 10 ELEMENTS IS READ // LES01660
**ENTERED BY THE SUBSCRIPTED VARIABLE A(L). READ ALL ELEMENTS A(1) // LES01670
**NEXT LOOP AND // WITHIN THE LOOP THE LIST A HOLDS THE 10 VALUES AND // LES01680
**ARE ASSIGNED VALUES // NOW THE LIST A HOLDS THE 10 VALUES AND // LES01690
**CH VALUES IS IDENTIFIABLE // CONSIDER THE FOLLOWING PROBLEM WHICH LES01700
**SEARCHES A LIST TO FIND THE LARGEST ELEMENT: // LES01710
*READ(5,101,END=318) CARD LES01720
318 WRITE(6,118) 10,5X, DIM N(10), /5X, FOR I=1 TO 10, /5X, LET N(I)=0, /5X, LET N(J)=0, /5X, READ N(J) // LES01730
118 *NEXT I, /5X, READ K, /5X, FOR J=1 TO K, /5X, IF N(J) LT L THEN // LES01740
**NEXT J, /5X, LET L=N(J), /5X, FOR J=2 TO K, /5X, IF N(J) LT L THEN // LES01750
**10, /5X, LET L=N(J), /5X, 10, NEXT J, /5X, PRINT L, /5X, END //, REPLY WITH VALUE OF L // LES01760
*/ )
45 READ(5,101,END=319) CARD LES01810
CALL CRUNCH(11,11,11)
IF(CARDP(1)=EQ.ASTRISK) GO TO 45 LES01820
IF(CARDP(1)=EQ.DIGIT(2).AND.CARDP(2)=EQ.DIGIT(1)) GO TO 50 LES01830
319 WRITE(6,119) YOUR ANSWER IS INCORRECT. L IS ASSIGNED VALUES AS FOLLOWS: // LES01850
119 *LLROWS: //5X, L=3-->9, // LES01860
50 WRITE(6,120) // LES01880
120 FORMAT(10,5X, THE FIRST FOR/NEXT LOOP PUTS OUT THE LIST YOU USE // LES01890
**IT IS A GOOD PRACTICE TO PUT SOME VALUES IN THE LIST // LES01900
**CTHERWISE THE COMPUTER MAY ASSIGN RANDOM VALUES. BY PUTTING // LES01910

```



```

* ELEMENTS OF THE TABLE ON THE MAJOR DIAGONAL (UPPER LEFT TO LOWER
  WRITE(6,127)
127 FORMAT(6,127)
    * YOU HAVE SEEN HOW SUBSCRIPTED VARIABLES ARE //'
    * USED TO SET UP LISTS (VECTORS) AND TABLES (MATRICES). HOWEVER TO //'
    * USE LISTS AND TABLES IN A PROGRAM, YOU MUST DIMENSION THE //'
    * MAXIMUM SIZE OF YOUR LIST OR TABLE SO THAT ENOUGH SPACE WILL //'
    * BE ALLOCATED IN THE COMPUTER MEMORY. THIS DIMENSIONING IS DONE //'
    * WITH THE DIM STATEMENT. //'
    READ(5,101,END=328)CARD
328 WRITE(6,128)
128 FORMAT(6,10X,'C. DIM STATEMENT TELLS THE COMPUTER THE MAXIMUM SIZE OF VECTOR//'
    * AND TABLES THAT WILL BE USED IN YOUR PROGRAM BEFORE ANY REFERENCE IS MADE. //'
    * / MUST APPEAR IN THE PROGRAM BEFORE THE DIM STATEMENT. IN GENERAL PRACTICE THE DIM STATEMENT IN THE FORM OF THE //'
    * IS USUALLY THE FIRST STATEMENT IN THE PROGRAM. //'
    * DIM STATEMENT IS //1CX, DIM <<LIST VARIABLE>> { <<SIZE>>} //'
    * //5X, //500
    READ(5,101,END=329)CARD
329 WRITE(6,129)
129 FORMAT(6,10X,'THE LIST AND TABLE VARIABLES ARE SUBSCRIPTED VARIABLE //'
    * AS DEFINED EARLIER. THE SIZE IS AN INTEGER UNDEFINED SINCE THE DIM STATEMENT IN THE LIST OR TABLE. //'
    * PARENTHESES WHICH DENOTES THE MAXIMUM SIZE OF THE LISTS OR TABLES. //'
    * THE DIM STATEMENT MAY CONTAIN A NUMBER OF LISTS OR TABLES, FOR EXAMPLE : //'
    * WITH THEIR SIZES SEPARATED BY COMMAS, FOR EXAMPLE : //'
    * DIM A(6)1X(10)2(14)21. //'
    READ(5,101,END=330)CARD
330 WRITE(6,130)
130 FORMAT(6,10X,'IF YOU TRY TO PREFERENCE AN ELEMENT IN A LIST //'
    * OR TABLE BEYOND THE MAXIMUM SIZE IN THE DIM STATEMENT YOU WILL //'
    * GET AN ERROR. THE MAXIMUM SIZE LIST(VECTOR) OR TABLE(MATRIX) //'
    * ALLOWED BY THE CAI-BASIC COMPILER IS A TOTAL //'
    * OF 1600 COMPUTER MEMORY SPACES. YOU WILL NOW BE ASKED SOME QUESTIONS //'
    * #1) ARE THE FOLLOWING DIM STATEMENTS CORRECT, REPLY : YES OR NO //'
    * //5X, //500
    READ(5,101,END=331)CARD
331 CALL(CRUDP(1),EQ,ASTRSK) GO TO 75
    IF(CARDP(1)=EQ,ALPHA(14)) GO TO 80
131 WRITE(6,131)
131 FORMAT(6,10X,'THE STATEMENT IS INCORRECT OR TWO SUBSCRIPTS IN //'
    * PARENTHESIS. //'
    * ARE A SINGLE LETTER FOLLOWED BY ONE OR TWO SUBSCRIPTS IN //'
    * PARENTHESIS. //'
    * //500
    READ(5,101,END=333)CARD
133 WRITE(6,132)
132 FORMAT(6,10X,'DIM X(500),B(1,10),C(5,5,5) //'
    * //500
    READ(5,101,END=333)CARD
133

```



```

LES03340
LES03360
LES03370
LES03380
LES03390
P
LES03410
LES03420
LES03430
LES03440
LES03450
LES03460
LES03470
LES03490

338  IF(CARDP(1)=EQ•ASTRSK) GO TO 96
      IF(CARDP(1)=EQ•ALPHA(14)) CALL EXIT
      WRITE(6,138)
138  FORMAT(10•//5X•' PROBLEM 1.'//5X•' REM PROGRAM TO REVERSE ELEMENTS IN
      * A LISTED /5X•' REM LOCATION FOR THE ELEMENT BEING SWAPPED')
      * SWAPPED /5X•' REM FOR I=1 TO 5. LET Y=X(1). END //'
      * SET X(1)=X(1-1). /5X•' REM LET X(1-I)=Y. /5X•' REM NEXT I=1 TO 5X•' REM
      * PROBLEM 2.'//5X•' REM SURT LIST IN DECENDING ORDER /5X•' REM DIM S(5)
      * SO THE EXCHANGE COUNTER ' COUNT ' READ C(1)//5X•' REM LET S=6//5X•' REM
      * /5X•' FOR I=1 TO 5//5X•' REM GE D(I+1). IF D(I)=D(I+1) THEN 16//5X•' REM
      * /6X•' LET D(I)=D(I+1). /6X•' REM LET D(I+1)=Y. /6X•' REM NEXT I=1//5X•' REM
      * /5X•' IF S NE 5 THEN 5.'//5X•' REM PRINT NUMBERS IN ORDER //5X•' REM
      * R I=1 TO 5//5X•' PRINT D(I). /5X•' REM NEXT I=1//5X•' REM
      CALL EXIT
END

```

THIS LESSON INTRODUCES SUBROUTINES AND RECURSION


```
* 10//5X13. GOSUB << STATEMENT NUMBER >> //5X.  
* READ(5101,END=306)CARD  
306 WRITE(6,106)  
106 FORMATE(C,  
           * THAT CONCLUDES YOUR INSTRUCTION WITH CAI-BASIC //  
           * YOU ARE INVITED TO USE WHATEVER FACILITIES OF CAI-BASIC //  
           * HOWEVER DESIRE AT ANY TIME IF YOU HAVE NOT RUN PROGRAMS UNDER //  
           * THE OS/BATCH MODE (PUNCHING YOUR OWN CARDS AND HANDLING THEM //  
           * ACROSS THE COUNTER TO BE RUN), YOU SHOULD GET THE BASIC MANUAL //  
           * TECHNICAL NOTE NR. 3211-12, IN ROOM I-147 TO FIND THE PROPER //  
           * JCB CONTROL CARDS REQUIRED. GOOD LUCK WITH THE COMPUTER AND //  
           * REMEMBER IT ONLY DOES WHAT YOU TELL IT TO DO - GIGO (GARBAGE IN).//  
           * GARBAGE OUT).//  
           CALL EXIT  
           END
```

LES02030

APPENDIX C

13.13.46 START EXECUTION BEGINS...

HI , WELCOME TO CAI-BASIC . THERE ARE ONLY A FEW SIMPLE RULES TO REMEMBER IN ORDER TO HAVE A SUCCESSFUL SESSION ON THE TERMINAL WITH CAI-BASIC :

1. WHEN ASKED FOR A RESPONSE , TYPE IN THE CORRECT REPLY AND HIT THE CARRIAGE RETURN KEY ON THE RIGHT SIDE OF THE KEYBOARD.

2. IF YOU MAKE A TYPING ERROR WHILE MAKING ANY RESPONSE OR INPUT , TYPE IN FOUR DOLLAR SIGNS (\$\$\$) AFTER THE ERROR OR ANYWHERE ON THAT INPUT LINE AND HIT CARRIAGE RETURN .THE ENTIRE LINE WILL THEN BE IGNORED AND YOU CAN TYPE IN THE CORRECT INPUT OR RESPONSE .

3. IF AT ANY POINT IN THE SESSION YOU WANT TO STOP THE SESSION TYPE IN THE WORD 'QUIT' AS SOON AS YOU ARE ASKED FOR THE NEXT RESPONSE ,HIT CARRIAGE RETURN,THEN HIT ATTN KEY AND TYPE LOGOUT .

4. DURING YOUR TERMINAL SESSION CAI-BASIC WILL HALT OCCASIONALLY TO LET YOU READ A SEQUENCE OF INFORMATION . WHEN YOU ARE READY TO CONTINUE , TYPE IN 'GO' , AND HIT CARRIAGE RETURN

5. DURING YOUR TERMINAL SESSION YOU MAY NOTICE THAT THE TYPING IS NOT ALWAYS PERFECT . SOME DAYS THE COMPUTER IS NOT UP TO PAR AND YOU WILL HAVE TO ADJUST TO THE MINOR IRRITANT

IF YOU ONLY WANT TO EXECUTE PROGRAMS AT THIS TIME THEN
REPLY : YES ; OTHERWISE REPLY : NO .

no

IF THIS IS YOUR FIRST SESSION WITH CAIBASIC, THEN
REPLY: YES ;OTHERWISE REPLY: NO .

yes

CAIBASIC IS A PROGRAM TO TEACH YOU THE FUNDAMENTALS OF A PROGRAMMING LANGUAGE. THE LANGUAGE TO BE LEARNED IS BASIC ; A SIMPLE LANGUAGE FOR THE USER WHO HAS LITTLE KNOWLEDGE OF COMPUTERS AND WHOSE PRIMARY INTEREST IS IN OBTAINING ESULTS.

THE SIMPLICITY OF THE BASIC LANGUAGE AND ITS RANGE OF CAPABILITIES SHOULD ALLOW YOU TO LEARN THE LANGUAGE AND

WRITE PROGRAMS IN A MINIMAL AMOUNT OF TIME.

THE REFERENCE TEXTS RECOMMENDED FOR CAIBASIC ARE :

1. BASIC LANGUAGE MANUAL , TN # 0211-12 APRIL 1971
(FREE UPON REQUEST IN 1-247)

2. INTRODUCTION TO COMPUTING THROUGH THE BASIC LANGUAGE , R.L. NOLAN
(BOOKSTORE / MAIN LIBRARY)

3. BASIC PROGRAMMING , V.C. HARE
(COMPUTER CENTER LIBRARY)

*** AFTER YOU HAVE FINISHED READING AN INPUT , TYPE IN GO AND HIT THE RETURN
AND THE PROGRAM WILL CONTINUE ***

GO

DURING YOUR TERMINAL SESSION YOU WILL BE LEARNING
THE STRUCTURE OF THE LANGUAGE BASIC. THE INSTRUCTION SET
CONTAINS 7 LESSONS AND YOU MAY PROCEED THROUGH THE LESSONS AT
YOUR OWN SPEED.

THE LESSONS ARE AS FOLLOWS :

LESSON 1 PROGRAM FORMAT AND BASIC DEFINITIONS

LESSON 2 REMARKS, INPUT/OUTPUT AND DATA

LESSON 3 ASSIGNMENT STATEMENTS AND BUILT IN FUNCTIONS

LESSON 4 BRANCHING

LESSON 5 LOOPING AND SUBSCRIPTED VARIABLES

LESSON 6 SUBROUTINES AND RECURSION

LESSON 7 SUMMARY OF BASIC STATEMENTS

** WHEN YOU ARE READY TO CONTINUE , TYPE IN GO AND HIT
THE CARRIAGE RETURN ***

GO

IN EACH LESSON YOU WILL BE GIVEN INSTRUCTION
SEQUENCES AND THEN YOU WILL BE ASKED QUESTIONS TO SEE IF YOU
UNDERSTOOD THE INSTRUCTIONS. THE QUESTIONS WILL BE OF VARIOUS
TYPES: MULTIPLE CHOICE, TRUE/FALSE, ACTUAL PROGRAM STATEMENTS, ETC.
YOU WILL BE PROMPTED FOR YOUR ANSWER, AND WHEN READY TYPE IN
OUR RESPONSE AND HIT THE RETURN KEY.

IF YOU KEEP THE TELETYPE OUTPUT FROM YOUR TERMINAL SESSION
YOU WILL HAVE A READY REFERENCE FOR FUTURE USE

80

*** LESSON 1. ***

THIS INSTRUCTION SET WILL INTRODUCE YOU TO THE STRUCTURE OF BASIC LANGUAGE STATEMENTS , THE RULES FOR VARIABLES AND NUMBERS , AND THE SYMBOLS FOR ARITHMETIC OPERATIONS.

***DONT FORGET TO TYPE GO AND HIT RETURN WHEN READY TO CONTINUE . ***

80

A. PROGRAM STRUCTURE

THE BASIC LANGUAGE , AND ALL OTHER LANGUAGES , HAS A SPECIFIED STRUCTURE . EACH BASIC STATEMENT HAS A REQUIRED FORM WITH POSSIBLY ONE OR MORE VARIATIONS. THE FOLLOWING EXAMPLE WILL ILLUSTRATE SOME SIMPLE BASIC STATEMENTS IN THE PROPER PROGRAM STRUCTURE

```
REM PROGRAM TO COMPUTE GAS MILEAGE
REM M=MILES TRAVELED , G=GAS USED
READ M,G
LET T=M / G
PRINT 'MILES TRAVELED','GAS USED',' MILES/GAL'
PRINT M,G,T
DATA 500,25
END
OUTPUT PRODUCED IS :
MILES TRAVELED GAS USED    MILES/GAL
500          25            20
```

80

AS YOU CAN SEE FROM THE ABOVE SAMPLE, THE PROGRAM STRUCTURE CONSISTS OF BASIC LANGUAGE STATEMENTS FOLLOWED BY AN END STATEMENT . THE WORDS : REM , READ, LET , PRINT , DATA AND END ARE KEY WORDS THAT MAKE UP A BASIC STATEMENT .

80

MOST OF THE KEY WORDS USED IN THE BASIC STATEMENTS ARE SELF-EXPLANATORY:

REM ALLOWS REMARKS/COMMENTS
READ M,G ASSIGNS NUMBERS IN THE DATA STATEMENT TO THE VARIABLES M AND G
LET ASSIGNS THE RESULT OF M DIVIDED BY G INTO VARIABLE T

PRINT 'STRING' CAUSES THE STRING IN SINGLE QUOTES TO BE
PRINTED LITERALLY
PRINT M,G,T PRINTS THE CURRENT VALUE OF THE VARIABLES M,G,T
END TELLS THE COMPUTER THAT THE INPUT PROGRAM IS TO BE
EXECUTED

80

IF AT THIS POINT YOU WOULD LIKE TO RUN THE
SAMPLE PROGRAM TO GAIN SOME CONFIDENCE IN THE COMPUTER AND ITS
ABILITY TO PROVIDE SPEEDY RESULTS, THEN REPLY : YES ; OTHERWISE
REPLY : NO AND THE INSTRUCTION WILL CONTINUE .

no

B. PROGRAM FORMAT

A BASIC PROGRAM CONSISTS OF A SEQUENCE OF BASIC STATEMENTS , ONE
STATEMENT PER INPUT LINE , FOLLOWED BY AN END STATEMENT .
BECAUSE NO BASIC STATEMENT MAY BE LONGER THAN ONE INPUT LINE (80 SPACES) ,
THERE IS NO PROVISION FOR CONTINUING STATEMENTS FROM ONE LINE
TO THE NEXT . HOWEVER ; YOU MAY SPACE THE INPUT LINE
AS DESIRED FOR READABILITY SINCE THE COMPUTER IGNORES BLANKS IN BASIC .

80

1. STATEMENT NUMBERS
EACH BASIC STATEMENT MAY HAVE AN OPTIONAL
STATEMENT NUMBER PRECEDING IT FOR IDENTIFICATION PURPOSES .
THIS STATEMENT NUMBER MUST BE AN INTEGER BETWEEN 1 -> 9999
FOR EXAMPLE : 12 READ M,G

2. KEY WORDS
THE KEY WORDS THAT MAKE UP A BASIC STATEMENT (REM ,READ ,LET ,ETC,)
ARE SPECIAL TERMINAL SYMBOLS THAT ARE RECOGNIZED BY THE COMPUTER
AND FOR THIS REASON THEY MUST BE SPELLED CORRECTLY AND ONLY
USED IN BASIC STATEMENTS .

THE END STATEMENT INDICATES THAT THE INPUT PROGRAM IS
COMPLETED AND THAT PROGRAM EXECUTION IS TO BEGIN . THE 'END'
STATEMENT IS ALWAYS THE LAST STATEMENT IN A PROGRAM .

80

YOU WILL NOW BE ASKED A FEW SIMPLE QUESTIONS ABOUT
WHAT YOU HAVE JUST LEARNED .

1.) IS THIS A LEGAL BASIC PROGRAM(Reply : YES OR NO)??

REM ONE LINE DO NOTHING PROGRAM
END

yes

YES , THE SIMPLEST BASIC PROGRAM CONSISTS OF JUST AN 'END' STATEMENT.

2.) WHICH OF THE FOLLOWING BASIC STATEMENTS IS
IN THE PROPER FORMAT :

- A.) 15 LET T=M/G
- B.) 15LETT=M/G
- C.) 15 L E T T = M / G

REPLY A , B , C OR ALL .

all

ALL OF THE ABOVE BASIC STATEMENTS ARE CORRECT BECAUSE
SPACES ARE DISREGARUED . NOTE THAT STATEMENT B.) , ALTHOUGH
CORRECT IS CONFUSING TO READ . BLANKS AND INDENTATIONS MAKE A
PROGRAM EASY TO READ .

C. ALPHA-NUMERIC CHARACTERS

ALPHA-NUMERIC CHARACTERS ARE THE LEGAL CHARACTERS , DIGITS , AND
SPECIAL CHARACTERS THAT CAN BE USED IN BASIC .

1. CHARACTERS
CHARACTERS CONSIST OF THE LETTERS IN THE ALPHABET A-->Z

2. DIGITS
DIGITS ARE THE SINGLE NUMBERS 0-->9

3. SPECIAL CHARACTERS
THE SPECIAL CHARACTERS ARE " " * / + - () = ' , \$

4. STRING
A STRING IS ANY LIST OF ALPHA-NUMERIC CHARACTERS
ENCLOSED IN 'SINGLE' QUOTES . FOR EXAMPLE :
'THIS IS A STRING'

60

D. VARIABLES

IN BASIC THERE ARE THREE TYPES OF VARIABLES : SIMPLE , ALPHA AND SUBSCRIPTED . SUBSCRIPTED VARIABLES WILL BE COVERED IN LESSON 5 .

1. SIMPLE VARIABLES

SIMPLE VARIABLES ARE IDENTIFIED BY A SINGLE LETTER OR A SINGLE LETTER FOLLOWED BY A DIGIT BETWEEN 0->9 .

FOR EXAMPLE : A , A3 , Z0 , AND X ARE LEGAL VARIABLES ; BUT A26 , 9Z , ABC , AND X1Y ARE ILLEGAL VARIABLES . THEREFORE ; YOU HAVE 286 SIMPLE VARIABLES FOR USE IN YOUR PROGRAMS .

80

2. ALPHA VARIABLES

ALPHA VARIABLES ARE USED FOR ALPHA-NUMERIC MANIPULATIONS IN WHICH A GROUP OF ALPHA-NUMERIC CHARACTERS , CALLED A STRING , ARE REPRESENTED BY AN ALPHA VARIABLE . THE ALPHA VARIABLE CONSISTS OF A SINGLE LETTER FOLLOWED BY A DOLLAR SIGN , \$. THE MAXIMUM LENGTH OF THE ALPHA-NUMERIC STRING ASSIGNED TO THE ALPHA VARIABLE IS 16 CHARACTERS .

FOR EXAMPLE : A\$, X\$, Z\$ ARE LEGAL ALPHA VARIABLES . A SIMPLE USE OF ALPHA VARIABLES FOLLOWS :

```
READ A$,B$  
PRINT A$,B$  
DATA 'MONDAY','21 JUNE'  
END
```

THIS PROGRAM WILL PRODUCE THE OUTPUT :

MONDAY 21 JUNE

80

E. NUMBERS

NUMBERS MAY BE EXPRESSED AS INTEGERS OR AS REALS , AND A NUMBER WHETHER INTEGER OR REAL IS LIMITED TO 9 DIGITS , NOT INCLUDING DECIMAL POINT . A NUMBER IS ASSUMED POSITIVE UNLESS IT IS PRECEDED BY A - SIGN .

1. INTEGERS

INTEGERS ARE NUMBERS WITH NO FRACTIONAL PART , IE. 3 , 15

2. REALS

REAL (FIXED-POINT) NUMBERS HAVE A DECIMAL POINT AND A FRACTIONAL PART ,IE. 3.0 , 15.31, 729.1 , 0.0

60

F. EXPRESSIONS

AN EXPRESSION MAY BE A SINGLE CONSTANT OR VARIABLE , OR AN ARITHMETIC EXPRESSION . ARITHMETIC EXPRESSIONS ARE FORMED BY USING OPERATORS AND PARENTHESIS .

1. OPERATORS

NUMBERS AND SIMPLE VARIABLES MAY BE COMBINED INTO ARITHMETIC EXPRESSIONS BY USING ONE OR MORE OF THE ARITHMETIC OPERATORS :

- ** EXPONENTIATION
- * MULTIPLICATION
- / DIVISION
- + ADDITION
- SUBTRACTION

IN WRITING AN EXPRESSION , EACH ARITHMETIC OPERATION MUST BE SHOWN. NO TWO OPERATIONS MAY BE ADJACENT , NOR MAY TWO NUMBERS OR VARIABLES BE ADJACENT IN AN EXPRESSION.

FOR EXAMPLE: 2^2 , A/B , $B+C$, $X \cdot Z$, AND $Y-3.0$ ARE LEGAL EXPRESSIONS.

60

2. PARENTHESIS

PARENTHESIS MAY BE USED TO GROUP EXPRESSIONS AND TO CONTROL THE ORDER IN WHICH AN ARITHMETIC EXPRESSION IS EVALUATED . THE NORMAL HIERARCHY OF OPERATORS IS :

1. **
2. * AND /
3. + AND -

IF PARENTHESIS ARE USED , THE EXPRESSION WITHIN A PARENTHESIS PAIR IS EVALUATED FIRST . PARENTHESIS IN EXPRESSIONS MUST ALWAYS OCCUR IN PAIRS ,IE. $5 * (4 + 3)$, $(5*(4+3))$ ARE EQUIVALENT EXPRESSIONS HAVING THE VALUE 35 .

OPERATIONS ARE EVALUATED ACCORDING TO THE OPERATORS HIERARCHY IF TWO OPERATORS OF THE SAME HIERARCHY OCCUR IN AN EXPRESSION EVALUATION IS FROM LEFT TO RIGHT .
FOR EXAMPLE: $2 \cdot 4 + 6/3$

IN THIS EXPRESSION $2 \cdot 4$ WILL BE EVALUATED FIRST , THEN $6/3$. AND THEN THE TWO RESULTS WILL BE ADDED .

go

YOU WILL NOW BE ASKED A FEW SIMPLE QUESTIONS ABOUT
WHAT YOU HAVE JUST LEARNED .

1.) $4 + 6 / 2$ HAS THE VALUE (REPLY WITH VALUE)

5

YOUR ANSWER IS INCORRECT . THE EXPRESSION IS EVALUATED AS FOLLOWS :

$$4+6/2 \rightarrow 4+3 \rightarrow 7$$

2.) $(4+6)/2$ HAS THE VALUE (REPLY WITH VALUE)

5

3.) $((4+6)/2)^{**2}$ HAS THE VALUE (REPLY : VALUE)

25

F. SUMMARY

THIS CONCLUDES THE INSTRUCTION SET FOR LESSON 1.
YOU WILL NOW BE GIVEN A SAMPLE BASIC PROGRAM AND ASKED TO FIND
THE MISTAKES IN IT , CONCERNING WHAT YOU HAVE LEARNED IN THIS
LESSON :

```
1 REM REVIEW PROGRAM
2 READ A1,B2,Z1,$Y
3 LET A1=B2(A1+Z1)
4 LET B2=((A1+3)+Z1)**2
5 LET Z1=3.141592763
6 PRINT 1A,B2,Z1
7 DATA 5.0,3,3.1416,'FINI'
```

AFTER LOOKING AT THE SAMPLE PROBLEM , YOU WILL BE ASKED QUESTIONS
ABOUT EACH STATEMENT ,

go

1.) LINE 2 CONTAINS A READ STATEMENT FOLLOWED
BY A LIST OF VARIABLES . ANY ERRORS (REPLY: YES OR NO)?

yes

INPUT CORRECTION TO THE INCORRECT VARIABLE ONLY .

yes

2.) LINE 3 CONTAINS A LET STATEMENT FOLLOWED BY A1 = EXPRESSION . ANY ERRORS (REPLY : YES OR NO) ?

yes

INPUT CORRECTION TO ILLEGAL EXPRESSION ; EVERYTHING AFTER = SIGN .

b2=(a1+z1)

3.) LINE 4 IS SIMILAR TO LINE 3 . ANY ERRORS REPLY YES OR NO) ?

no

4.) LINE 5 CONTAINS A LET STATEMENT FOLLOWED BY A NUMBER . ANY ERRORS (REPLY : YES OR NO) ?

no

THE NUMBER CONTAINS 10 DIGITS AND THE MAXIMUM ALLOWED IS 9 DIGITS.

5.) LINE 6 CONTAINS A PRINT STATEMENT FOLLOWED BY A LIST OF VARIABLES . ANY ERRORS (REPLY : YES OR NO)?

yes

INPUT CORRECTION TO THE INCORRECT VARIABLE ONLY .

a1

THERE ARE NO ERRORS IN LINE 7 . IS THE PROGRAM READY TO EXECUTE (ASSUMING ABOVE ERRORS CORRECTED) (REPLY : YES OR NO)

yes

THE PROGRAM FORMAT REQUIRES THAT AN END STATEMENT

BE THE LAST STATEMENT OF THE PROGRAM . THUS THIS SAMPLE PROGRAM
WOULD NOT EXECUTE .

THIS CONCLUDES THE REVIEW QUESTIONS
FROM LESSON 1 .

DO YOU WANT TO TERMINATE YOUR INSTRUCTION SESSION ?
(REPLY : YES OR NO)

no

IF YOU WANT TO EXECUTE PROGRAMS AT THIS TIME
THEN REPLY : YES ; OTHERWISE REPLY : NO AND THE INSTRUCTION
WILL CONTINUE .

no

EXECUTION BEGINS...

*** LESSON 2. ***

THIS INSTRUCTION SEQUENCE WILL INTRODUCE YOU TO THE BASIC LANGUAGE STATEMENTS REM , PRINT , READ , AND DATA . USING THESE STATEMENTS YOU WILL BE ABLE TO CONSTRUCT AND EXECUTE ELEMENTARY PROGRAMS . THE FORM FOR EACH BASIC STATEMENT WILL INCLUDE :

'KEY WORD' << ELEMENTS OR LIST OF ELEMENTS SEPARATED BY COMMAS >>

THE CARET SYMBOLS '<< >>' DELINIATE THE LEGAL ITEMS THAT MAY FOLLOW THE KEYWORD AND MAKE UP THE BASIC STATEMENT .

80

A. REM

THE BASIC STATEMENT WHICH ALLOWS YOU TO INSERT REMARKS INTO YOUR PROGRAM IS IDENTIFIED BY THE KEY WORD 'REM'. REM IS A NON-EXECUTING STATEMENT WHICH MAY BE USED OPTIONALY AT ANY PLACE IN YOUR PROGRAM TO INTRODUCE A PROGRAM NAME , TO EXPLAIN VARIABLES, TO DOCUMENT YOUR PROGRAM , ETC.

80

THE FORM FOR THE REM STATEMENT IS :

REM << ANY SEQUENCE OF ALPHA-NUMERIC CHARACTERS >>

THE REM STATEMENT IS IGNORED BY THE CAIBASIC COMPILER , AND IS ONLY FOR YOUR INFORMATION . FOR EXAMPLE :

REM PROGRAM TO COMPUTE INCOME TAX

80

B. PRINT

THE PRINT STATEMENT IS THE METHOD OF WRITING OUT THE RESULTS OF THE BASIC PROGRAM , TO DISPLAY VALUES OF VARIABLES , TO LLEVEL STATEMENT IS :

PRINT << EXPRESSION OR 'STRING' , . . . , EXPRESSION OR 'STRING' >>

MULTIPLE ELEMENTS IN THE PRINT LIST ARE SEPARATED BY COMMAS.

80

1. PRINT << EXPRESSION >> WILL WRITE OUT THE CURRENT VALUE OF THE EXPRESSION , WHERE AN EXPRESSION AS DEFINED IN LESSON 1 WAS A NUMBER , A VARIABLE , OR AN ARITHMETIC

EXPRESSION THAT IS TO BE EVALUATED .
FOR EXAMPLE :

PRINT 1,A,B1,5**2

ASSUMING THAT A=10.0 , B=13.3 WOULD PRINT :

1 10.0 13.3 25

80

2. PRINT <<'STRING' >> WILL PRINT OUT ALL THE
ALPHA-NUMERIC CHARACTERS OF THE STRING WITHIN 'SINGLE' QUOTES.
THIS FORM IS USED FOR LABELING THE COMPUTER OUTPUT.

FOR EXAMPLE : PRINT 'THE ANSWER IS :'

PRODUCES THE RESULT :

THE ANSWER IS :

3. PRINT BY ITSELF IS USED TO SKIP A LINE ON THE COMPUTER OUTPUT .

80

THE COMPUTER OUTPUT SHEET IS DIVIDED INTO 8 ZONES
EACH 15 COLUMNS WIDE . PRINT ZONES CAN BE SKIPPED BY PUTTING A
BLANK IN THE PRINT LIST . FOR EXAMPLE :

PRINT A, B, ,X
OUTPUTS THE VALUE OF A IN THE FIRST ZONE , B IN THE SECOND ,
SKIPS THE THIRD ZONE , AND PUTS X IN THE FOURTH ZONE .

ALPHA VARIABLES AND 'STRINGS' MAY EXTEND OVER SEVERAL
ZONES , BUT NUMERIC RESULTS ARE LEFT ADJUSTED IN THE SPECIFIED
ZONE . IF MORE THAN EIGHT ITEMS OCCUR IN THE PRINT LIST , THE
ITEMS WILL OVERFLOW AND BE PRINTED ON THE NEXT LINE .

80

USING THE PRINT AND END STATEMENT YOU NOW HAVE THE
FACILITY TO EXECUTE YOUR FIRST PROGRAMS . FOR EXAMPLE :

REM PROGRAM TO COMPUTE THE SQUARE OF A NUMBER
PRINT'S SQUARED =',5**2
END

PRODUCES THE RESULT :

5 SQUARED = 25

YOU WILL NOW BE GIVEN TWO PROBLEMS TO SOLVE . YOU WILL ENTER

THE EXECUTION PHASE OF CAIBASIC WHERE YOU CAN RUN YOUR PROBLEMS
AND THEN YOU WILL RETURN TO FINISH THE LESSON.

- 1) FIND THE SQUARE ROOT OF 5 SQUARED MINUS 4 TIMES 2 TIMES 2 .
- 2) FIND THE VALUE OF $3.1416(B \text{ CUBED})H/12$
WHERE $B=2.50$, $H=3.03$.

IF YOU WISH TO SKIP THESE PROBLEMS REPLY : YES
AND THE LESSON WILL CONTINUE.

YES

C. READ

THE READ STATEMENT IS THE METHOD WHICH PROVIDES INPUT TO THE PROGRAM . THE FORM OF THE READ STATEMENT IS :

READ << VARIABLE,....,VARIABLE >>

FOR EVERY VARIABLE IN THE READ LIST THERE MUST BE A CORRESPONDING ELEMENT IN A DATA STATEMENT . THE READ AND DATA STATEMENTS ARE USED TOGETHER TO ASSIGN INPUT VALUES TO PROGRAM VARIABLES.

WHEN THE READ STATEMENT IS EXECUTED , EACH VARIABLE IS ASSIGNED SUCCESSIVE NUMBERS FROM A STACK OF NUMERIC DATA OR SUCCESSIVE 'STRINGS' FROM A STACK OF ALPHA-NUMERIC DATA. AS EACH VARIABLE IS READ , IT TAKES THE TOP ELEMENT OF THE APPROPRIATE DATA STACK .

GO

D. DATA

THE DATA STATEMENT IS A LIST OF INPUT NUMBERS OR 'STRINGS' THAT WILL BE ASSIGNED TO VARIABLES IN A READ STATEMENT . THE FORM OF THE DATA STATEMENT IS :

DATA << NUMBER OR 'STRING',...., NUMBER OR 'STRING' >>

THE 'STRING' OF ALPHA-NUMERIC CHARACTERS MUST BE ENCLOSED IN SINGLE QUOTES .

DATA STATEMENTS MAY BE PLACED ANYWHERE IN A PROGRAM , BUT THERE IS AN UPPER LIMIT OF 500 NUMERIC AND 500 ALPHA-NUMERIC DATA ELEMENTS FOR EACH PROGRAM .

GO

WHEN THE FIRST DATA STATEMENT IS INTERPRETED BY THE CAIBASIC COMPILER A FIRST IN , FIRST OUT STACK IS FORMED FOR NUMERIC AND ALPHA-NUMERIC DATA . AS EACH NUMBER OR STRING IN A DATA LIST IS INTERPRETED , IT IS PLACED ON THE BOTTOM OF ITS RESPECTIVE DATA STACK . AS OTHER DATA STATEMENTS ARE LOCATED IN THE PROGRAM ITS ELEMENTS ARE PLACED ON THE BOTTOM OF THE PROPER STACK .

1.) EXAMPLE :

```
DATA 10.0,13.33,'J.E.SMITH',18  
DATA 'Z.X. DOE',19
```

PRODUCES THE FOLLOWING DATA STACKS :

NUMERIC	ALPHA-NUMERIC
10.0	J.E.SMITH
13.33	Z.X. DOE
18	
19	

80

DURING EXECUTION OF READ STATEMENTS , AS THE VARIABLES IN THE READ LIST ARE ASSIGNED VALUES FROM THE TOP OF THE APPROPRIATE DATA STACK , THE DATA STACK IS DECREMENTED AND THE NEXT ELEMENT POPS UP .

2.) EXAMPLE :

```
READ A,B1,Z$
```

ASSUMING THAT THE DATA FROM EXAMPLE 1.) IS AVAILABLE , THE VARIABLES IN THE READ LIST ARE ASSIGNED VALUES AS FOLLOWS :

```
A <-- 10.0  
B1 <-- 13.33  
Z$ <-- J.E.SMITH
```

THE RESULTING DATA STACKS ARE AS FOLLOWS :

NUMERIC	ALPHA-NUMERIC
18	Z.X. DOE
19	

80

E. RESTORE , RESTORE\$

THE RESTORE , RESTORE\$ STATEMENTS ARE USED TO RETURN THE NUMERIC AND ALPHA-NUMERIC DATA STACKS TO THEIR ORIGINAL CONDITION SO

THAT THE DATA MAY BE USED AGAIN . THE FORM OF THE RESTORE STATEMENT IS :

RESTORE (RESTORES NUMERIC DATA)
RESTORE\$ (RESTORES ALPHA-NUMERIC DATA)

YOU WILL NOW BE ASKED SOME QUESTIONS ABOUT THE READ , DATA AND RESTORE STATEMENTS :

CONSIDER THE FOLLOWING STATEMENTS AS PART OF A BASIC PROGRAM:

```
DATA 2,5,7,16, 'ANS='  
DATA 'CORRECT', 25, 'WRONG', 0.0  
READ A,B3,I$,C1,D  
READ J$,E4,K$,X
```

80

1.) WHAT IS THE VALUE OF C1 ?? REPLY WITH VALUE

7

NOW CONSIDER THAT THE FOLLOWING STATEMENTS WERE ADDED TO THE ABOVE PROGRAM :

```
RESTORE  
READ Z4,A
```

2.) WHAT IS THE VALUE OF Z4 ?? REPLY WITH VALUE .

16

THE CORRECT ANSWER IS Z4=2 . THE RESTORE COMMAND RETURNS THE NUMERIC DATA STACK TO ITS ORIGINAL CONDITION, AND THE READ STATEMENT ASSIGNS VALUES FROM THE TOP OF THE DATA STACK TO THE VARIABLES IN THE READ LIST AS FOLLOWS :

```
Z4 <-- 2  
A <-- 5
```

F. SUMMARY

NOW THAT YOU HAVE SEEN HOW READ AND DATA STATEMENTS WORK TOGETHER TO INPUT VALUES INTO YOUR PROGRAM , AND HOW THE PRINT STATEMENT IS USED TO OUTPUT AND LABEL RESULTS YOU HAVE THE FACILITY TO WRITE SIMPLE PROGRAMS USING INPUT DATA .

FOR EXAMPLE
((8002)00.5) COULD BE WRITTEN IN SYMBOLIC FORM AND THE DATA

COULD BE READ IN AS FOLLOWS:

```
READ A,B  
PRINT 'ANS=' , ((A+B)**.5)  
DATA 8,2  
END
```

IN THE NEXT LESSON YOU WILL BE SHOWN HOW TO USE ASSIGNMENT STATEMENTS THIS WILL GIVE YOU GREATER FLEXIBILITY IN WRITING EXPRESSIONS AND WILL ALLOW YOU TO DO ASSIGNMENTS SUCH AS :

$A=B*(2-4*A*C)$, AND $Z=(A**2+3)/A$, THEN BY SAYING PRINT A,Z THE RESULTS OF BOTH EXPRESSIONS WOULD BE DISPLAYED.

GO

YOU WILL NOW BE GIVEN SOME REPRESENTATIVE PROBLEMS TO GIVE YOU A CHANCE TO EXERCISE YOUR NEW PROGRAMMING TOOLS

1.) WRITE A PROGRAM TO SOLVE THE EQUATION $X**2+10Y-24$ WHERE THE INPUT DATA IS $X=10, Y=3$.

2.) WRITE A PROGRAM TO SOLVE THE QUADRATIC EQUATION $(-B+(B**2-4AC)**.5)/2A$ INPUT DATA IS $A=2, B=5, C=2$.

IF YOU WISH TO WRITE AND EXECUTE THESE PROGRAMS NOW , REPLY : YES AND YOU WILL ENTER THE CAIBASIC COMPILER ; OTHERWISE REPLY : NO AND YOU WILL GO ON TO THE NEXT LESSON .

NO

IF YOU DECIDE TO RUN THESE PROBLEMS LATER THE ANSWERS WILL NOW BE GIVEN SO YOU MAY CHECK YOUR RESULTS :

- 1.) 106
- 2.) -.500

DO YOU WANT TO TERMINATE YOUR INSTRUCTION SESSION ?
(REPLY : YES OR NO)

NO

IF YOU WANT TO EXECUTE PROGRAMS AT THIS TIME
THEN REPLY : YES ; OTHERWISE REPLY : NO AND THE INSTRUCTION
WILL CONTINUE .

NO

EXECUTION BEGINS...

*** LESSON 3. ***

THIS INSTRUCTION SET WILL INTRODUCE YOU TO ASSIGNMENT STATEMENTS AND BUILT-IN FUNCTIONS. THE LET STATEMENT AND THE 10 BUILT IN FUNCTION WILL ENABLE YOU TO EVALUATE AND ASSIGN VARIABLES TO COMPLEX ARITHMETIC EXPRESSIONS.

80

A. LET

THE LET STATEMENT IS AN ASSIGNMENT OR SUBSTITUTION COMMAND. IT CAUSES THE EVALUATION OF AN EXPRESSION TO BE SUBSTITUTED FOR THE CURRENT VALUE OF A VARIABLE. THE FORM OF THE LET STATEMENT IS:

LET << VARIABLE >> = << EXPRESSION >> OR
LET << VARIABLE >> = << VARIABLE >> = = << EXPRESSION >>

80

THERE MAY BE ANY NUMBER OF VARIABLE = VARIABLE IN THE FORM OF THE LET STATEMENT. AN EXPRESSION IS A NUMBER, VARIABLE, OR AN ARITHMETIC EXPRESSION.

WHEN THE LET STATEMENT IS EXECUTED THE EXPRESSION ON THE RIGHT SIDE OF THE EQUAL SIGN IS EVALUATED AND THE RESULTING VALUE IS ASSIGNED TO THE VARIABLE OR VARIABLES ON THE LEFT SIDE OF THE EQUAL SIGN. THE PREVIOUS VALUE ASSIGNED TO THE VARIABLE OR VARIABLES WILL BE LOST. FOR EXAMPLE :

LET A=12.3
LET B=16.6
LET A=B=25

THE VALUE OF THE VARIABLES A AND B IS NOW A=B= 25 .

80

THE ONLY RESTRICTION ON THE USE OF VARIABLES IS THAT SIMPLE AND SUBSCRIPTED VARIABLES CAN ONLY BE ASSIGNED NUMERIC VALUES, AND ALPHA VARIABLES CAN ONLY BE ASSIGNED ALPHA-NUMERIC 'STRINGS'. FOR EXAMPLE :

LET A=D4=X(5)=(3**2 - 6)/4
LET A\$=X\$='HELP'

LET Y=(B - 4*A*C)**.5
LET US='ANSWER ='
THE FOLLOWING ASSIGNMENT IS ILLEGAL :

LET A=US=(3+4)

80

YOU WILL NOW BE ASKED QUESTIONS CONCERNING
WHAT YOU HAVE JUST LEARNED :

1.) REPLY WITH VALUE OF X IN BELOW PROGRAM .

```
LET A=4
LET B=6
LET C=3
LET X=A**2 - 4*B + 3*C
PRINT'ANSWER =' ,X
END
```

1

2.) REPLY WITH VALUE OF Z IN BELOW PROGRAM .

```
DATA 1,2,3,4,6
DATA'RIGHT ON',7,8
READ A,B,X
READ G$,Y,C,D
LET Z=X+Y
ENDU
```

6

YOUR RESPONSE WAS INCORRECT . THE VARIABLES ARE
ASSIGNED VALUES AS FOLLOWS :

NUMERIC	ALPHA
A<-- 1	Y\$<-- RIGHT ON
B<-- 2	
X<-- 3	
Y<-- 4	
C<-- 6	
D<-- 7	

Z <-- X+Y ; Z <-- ?

3.) LET R= A+B/C-D
WHICH FORMULA DOES THIS STATEMENT REPRESENT ?

R

- EPLY WITH CORRECT LETTER
A.) $R=(A+B)/(C-D)$
B.) $R= A+(B/C)-D$

b

8. BUILT-IN FUNCTIONS

BUILT-IN FUNCTIONS ARE COMMONLY USED PROGRAMS ALREADY WRITTEN AND STORED IN THE CAIBASIC COMPILER FOR YOUR USE . THERE ARE FUNCTIONS TO FIND SQUARE ROOTS , LOGARITHMS , ABSOLUTE VALUES , AND TRIGONOMETRIC VALUES . THE FORM FOR THE BUILT-IN FUNCTIONS IS :

FUNCTION NAME << (EXPRESSION) >>
WHERE THE EXPRESSION IS ENCLUSED IN PARENTHESIS .

80

THE BUILT-IN FUNCTIONS AND DEFINITIONS ARE :

SQR(X)	--- SQUARE ROOT OF ARGUMENT (MUST BE POSITIVE)
ABS(X)	--- ABSOLUTE VALUE OF ARGUMENT
LOG(X)	--- NATURAL LOGARITHM OF ARGUMENT
EXP(X)	--- EXPONENTIAL FUNCTION , VALUE OF 2.718218 .. X
INT(X)	--- INTEGER PART OF ARGUMENT IS RETURNED
SIN(X)	--- SINE OF THE ARGUMENT
COS(X)	--- COSINE OF ARGUMENT
TAN(X)	--- TANGENT OF ARGUMENT
ATN(X)	--- ARCTANGENT IN RADIANS OF ARGUMENT

IN ALL THE ABOVE BUILT-IN FUNCTIONS THE ARGUMENT IS ANY LEGAL EXPRESSION ; AND AS NOTED THE SQR FUNCTION REQUIRES A POSITIVE ARGUMENT , THE TRIGONOMETRIC FUNCTIONS REQUIRE AN ARGUMENT VALUE IN RADIANS .

80

THE BUILT-IN FUNCTIONS ARE USED BY SIMPLY CALLING THEM WITH THE APPROPRIATE FUNCTION NAME AND ARGUMENT . THESE BUILT-IN FUNCTIONS ARE CONSIDERED TO BE EXPRESSIONS , AND THEY MAY BE USED ANY PLACE WHERE AN EXPRESSION IS LEGAL , FOR EXAMPLE :

LET Z=SQR(ABS(-5)) IS A CORRECT USE OF BUILT IN FUNCTIONS.

80

THE FOLLOWING PROGRAM IS A EXAMPLE OF HOW TO
USE BUILT-IN FUNCTIONS :

```
KEM PROGRAM TO COMPUTE SQUARE ROOT AND LOGARITHMS
READ A
LET Y=SQR(A)
LET Z=LOG(A)
PRINT 'SQUARE ROOT=' ,Y,'LOG=' ,Z
DATA 4,6,8
END
```

PRODUCES RESULT
SQUARE ROOT= 2.0 LOG= 1.386

so

YOU WILL NOW BE ASKED QUESTIONS CONCERNING
WHAT YOU HAVE JUST LEARNED :

1.) IS THE FOLLOWING STATEMENT LEGAL
REPLY : YES , OR NO.

```
LET Z1=4*SQR(3.0 + EXP(9.3))
```

yes

2. IS THE FOLLOWING SEQUENCE OF PROGRAM STATEMENTS LEGAL
REPLY: YES OR NO.

```
LET B=-9
LET X=SQR(B)
...
...
...
```

no

NO , THE SQUARE ROOT OF A NEGATIVE NUMBER IS AN
UNDEFINED OPERATION . IN THE NEXT LESSON YOU WILL BE SHOW A
BASIC STATEMENT FOR TESTING AND BRANCHING TO ANOTHER SEGMENT
OF THE PROGRAM IF THE TEST IS TRUE . FOR EXAMPLE THE ABOVE
PROGRAM SEQUENCE MIGHT BE ALTERED AS FOLLOWS :

```
LET B=-9
IF B LT 0 THEN 100
50 LET X=SQR(X)
...
```

100 REM NEGATIVE ARGUMENT
LET B=ABS(B)
GO TO 50

...

...

THIS PROGRAM SEQUENCE TESTS FOR A NEGATIVE ARGUMENT , IF TRUE IT BRANCHES TO STATEMENT NUMBER 100 , MAKES THE ARGUMENT POSITIVE AND BRANCHES BACK TO STATEMENT 50 TO COMPLETE THE PROGRAM .

50

C. SUMMARY

WITH THE LET STATEMENT AND BUILT-IN FUNCTIONS , PLUS THE PREVIOUS BASIC STATEMENTS (REM , READ , DATA , PRINT) , YOU ARE FAST GAINING AN EFFECTIVE REPERTOIRE FOR PROGRAMMING USE . IN THE NEXT LESSON YOU WILL LEARN HOW TO SET UP LOOPS IN A PROGRAM SO THAT THE MAIN BODY OF A PROGRAM MAY BE EXECUTED AS OFTEN AS DESIRED . AS YOU ARE DOING YOUR REVIEW PROBLEMS , THINK ABOUT HOW YOU COULD SET UP A LOOP TO READ IN ANY AMOUNT OF DATA , PROCESS IT AND THEN HALT FOR SOME TEST CONDITION .

60

THE FOLLOWING REVIEW PROBLEMS WILL EXERCISE YOUR PROGRAMMING SKILLS TO DATE :

1.) WRITE A PROGRAM TO COMPUTE THE PRESENT WORTH OF AN INVESTMENT FOR SOME NUMBER OF YEARS HENCE . THE FORMULA IS :

$$P=S(1/((1+i)^n))$$

WHERE P IS THE PRESENT WORTH OF A PAYMENT S IN N YEARS HENCE AT AN INTEREST RATE OF I . FOR DATA USE I=.08 , S=5000 , N=20 .

2.) WRITE A PROGRAM TO FIND SIDES A , AND C OF A TRIANGLE USING THE LAW OF SINES FORMULA :

$$A/\sin(A) = B/\sin(B) = C/\sin(C)$$

WHERE THE NUMERATOR IS THE SIDE AND THE DENOMINATOR IS THE SINE OF THE ANGLE , THE CONVERSION FACTOR FROM DEGREES TO RADIANS IS :

1 DEGREE =(3.1416/180) RADIANS . THE DATA FOR THE PROGRAM IS :

SIDE A=34.91 IN. ANGLE A=98.71 DEG.

ANGLE B=49.97 DEG. ANGLE C=31.32 DEG.

IF YOU WISH TO RUN THESE PROGRAMS NOW , THEN REPLY : YES
OTHERWISE REPLY : NO .

NO

THE ANSWERS TO THE PROBLEMS WILL NOW BE GIVEN SO
THAT YOU MAY CHECK YOUR RESULTS LATER :

- 1.) \$1072.74
- 2.) SIDE A=45.06 IN. AND SIDE C=23.69 IN.

DO YOU WANT TO TERMINATE YOUR INSTRUCTION SESSION ?
(REPLY : YES OR NO)

yes
R; T=4.84/16.96 14.03.44

EXECUTION BEGINS...

*** LESSON 4 ***

THIS INSTRUCTION SEQUENCE WILL COVER BRANCHES . AS YOU HAVE SEEN FROM PREVIOUS PROGRAMS , A PROGRAM'S EXECUTION USUALLY TAKES A DIRECT ROUTE FROM THE FIRST TO THE LAST STATEMENT . THE CONDITION THAT ALLOWS DETOURS TO OCCUR IN PROGRAMS IS CALLED BRANCHING . THERE ARE TWO TYPES OF BRANCHING : UNCONDITIONAL AND CONDITIONAL .

80

A. UNCONDITIONAL BRANCHES

AN UNCONDITIONAL BRANCH IS AN IMPERATIVE TRANSFER OF CONTROL FROM ONE POINT IN A PROGRAM TO ANOTHER . THERE ARE TWO FORMS OF THE UNCONDITIONAL BRANCH : THE 'GO TO' AND THE 'COMPUTED GO TO'

1.) GO TO << STATEMENT NUMBER >>

THIS COMMAND TRANSFERS PROGRAM CONTROL DIRECTLY TO THE STATEMENT NUMBER AND CONTINUES EXECUTION FROM THAT POINT . THE 'GO TO' IS USED FOR FORMING LOOPS IN A PROGRAM .

80

A SAMPLE LOOP FOLLOWS :

```
REM PROGRAM TO COMPUTE PRESENT WORTH
REM P=INVESTMENT,S=PRINCIPAL,I=INTEREST RATE,N=NR.YEARS
PRINT'INVESTMENT','PRINCIPAL','INTEREST','NR.YEARS'
10 READ S,I,N
LET P=S*(1/((1+I)**N))
PRINTP,S,I,N
GO TO 10
DATA 5000,.08,20,5000,.08,10,5000,.06,10
END
```

PRODUCES THE OUTPUT :

INVESTMENT	PRINCIPAL	INTEREST	NR.YEARS
1072.74	5000	.08	20
2315.97	5000	.08	10
2791.99	5000	.06	10

*** ERROR , YOU TRIED TO READ MORE NUMERIC DATA THAN YOU PUT IN ***

80

THE ERROR OCCURS BECAUSE YOU RUN OUT OF DATA DURING THE EXECUTION OF THE LOOP SET-UP BY THE UNCONDITIONAL TRANSFER . IF THE READ STATEMENT WERE NOT IN THE LOOP TO CAUSE THE PROGRAM TO STOP . THEN YOU WOULD BE IN AN 'INFINITE LOOP' , A CONDITION IN WHICH THERE IS NO WAY TO STOP , YOU MUST ALWAYS CHECK FOR THE 'INFINITE LOOP' CONDITION BY MAKING SURE THAT YOUR PROGRAM HAS AN EXIT .

80

2,) ON << EXPRESSION >> GO TO << STATEMENT NUMBER ,..., STATEMENT NUMBER >>

THIS SPECIAL FORM OF THE 'GO TO' COMMAND , IS CALLED THE 'COMPUTED GO TO' , THE EXPRESSION IN THE FORM OF THE STATEMENT MUST EVALUATE TO AN INTEGER NUMBER BETWEEN 1-->9999 . IF IT IS NOT AN AN INTEGER , OR OUTSIDE THIS RANGE AN ERROR WILL OCCUR .

WHEN THE 'COMPUTED GO TO' IS EXECUTED THE EXPRESSION IS EVALUATED , AND PROGRAM CONTROL TRANSFERS TO THE N-TH STATEMENT NUMBER , WHERE N-TH REPRESENTS THE VALUE OF THE EXPRESSION . FOR EXAMPLE :

```
LET I=3  
ON I GO TO 100,33,475,9999
```

80

EXECUTION OF THE 'COMPUTED GO TO' WOULD CAUSE PROGRAM CONTROL TO TRANSFER UNCONDITIONALLY TO STATEMENT NUMBER 475 . YOU MUST BE CAREFUL WHEN USING THE 'COMPUTED GO TO' NOT ONLY BECAUSE OF INFINITE LOOPS ; BUT BECAUSE THE EXPRESSION MUST BE AN INTEGER BETWEEN 1-->9999 , AND THERE MUST BE A STATEMENT NUMBER FOR 'ALL' POSSIBLE VALUES OF THE EXPRESSION .

80

8. CONDITIONAL BRANCHING

THE CONDITIONAL BRANCH TRANSFERS CONTROL ONLY IF CERTAIN RELATIONS ARE TRUE . IF THE TEST OF RELATIONS IS TRUE THEN TRANSFER OF CONTROL OCCURS ; OTHERWISE PROGRAM CONTROL CONTINUES WITH THE NEXT STATEMENT . THE FORM OF THE CONDITIONAL BRANCH IS:

IF << EXPRESSION >> << RELATION >> << EXPRESSION >> THEN << STATEMENT NUMBER >>

NOTE THAT ALPHA VARIABLES ARE NOT ALLOWED AS AN EXPRESSION IN A CONDITIONAL BRANCH .

80

THE RELATIONS ARE :

SYMBOLS	EXAMPLE	MEANING
GT	A GT B	A GREATER THAN B
GE	A GE B	A GREATER THAN OR EQUAL TO B
LT	A LT B	A LESS THAN B
LE	A LE B	A LESS THAN OR EQUAL TO B
NE	A NE B	A NOT EQUAL TO B
-	A = B	A EQUAL B

80

WHEN THE CONDITIONAL STATEMENT IS EXECUTED THE (EXPRESSION RELATION EXPRESSION) IS TESTED, AND IF THE RELATION IS TRUE, THEN CONTROL IS TRANSFERRED TO THE STATEMENT NUMBER. OTHERWISE PROGRAM CONTROL CONTINUES TO THE NEXT SEQUENTIAL STATEMENT, FOR EXAMPLE :

```
I READ A  
...  
...  
IF A LT 0 THEN 90  
LET X=SQR(A)  
...  
...  
90 PRINT 'ILLEGAL ARGUMENT',A  
GO TO 1  
...
```

THE ONLY TIME THAT THE CONDITIONAL BRANCH IS EXECUTED IS WHEN A IS LESS THAN 0 .

80

YOU WILL NOW BE ASKED SOME QUESTIONS ABOUT BRANCHING :
1.) ARE THE FOLLOWING STATEMENTS CORRECT
REPLY: YES OR NO)

GO TO END

NO

IF X1 LT A\$ THEN 10

NO

IF(X==3-4) GE 10 THEN GO TO 100

yes

YOUR ANSWER IS INCORRECT . THE ONLY THING ALLOWED
AFTER THEN IS A STATEMENT NUMBER .

LET Y=6,
ON Y GO TO 1,3,5,7,999

no

2.) CONSIDER THIS PRUGRAM SEGMENT , ANY ERRORS (REPLY: YES OR NO).

```
1 READ A,B
3 LET Z=A*B
IF Z LT 0 GO TO 999
...
GO TO 3
DATA 3,5,7,10
999 END
```

yes

THERE IS AN 'INFINITE' LOOP IN THIS PROGRAM . IT
COULD BE CORRECTED BY CHANGING THE GO TO 3 , TO GO TO 1 .
WHEN YOU WRITE PROGRAMS HAVING BRANCHES OR LOOPS YOU MUST ALWAYS
CONSIDER HOW THE PROGRAM WILL STOP. YOU HAVE OBSERVED THAT
AN 'INFINITE LOOP' CAN BE STOPPED BY HAVING A READ STATEMENT
IN THE LOOP AND JUST RUN OUT OF DATA . HOWEVER, ENDING A PROGRAM
ON AN ERROR IS AN INELIGANT METHOD . THE MOST COMMON METHODS
USE THE 'GO TO' AND ' IF/THEN' COMMANDS TO CONTROL PROGRAM
LOOPS AND ARE AS FOLLOWS :

60

1. COUNT AND TEST METHOD , IN WHICH A COUNTER
IS INCREMENTED IN THE LOOP , AND WHEN THE COUNTER REACHES A
CERTAIN VALUE , BRANCH OUT OF THE LOOP . EXAMPLE PROGRAM

```
REM COUNT AND TEST METHOD
REM N IS COUNTER , INITIALIZED TO 0 , AND COUNTS FROM 1-->10
```

```
LET N=Z=0
READ X
10 LET Z=Z+X
LET N=N+1
IF N GT 10 THEN 100
GO TO 10
100 PRINT 'SUM=' , Z
DATA 10
END
```

REPLY WITH VALUE OF Z .

11

YOUR ANSWER IS INCORRECT . THE ONLY WAY TO BE SURE OF VALUES IN A LOOP IS TO SET UP A TABLE OF THE VARIABLES AND KEEP TRACK OF THERE VALUES IN THE LOOP :

X	N	Z
10	0	0
1	1	10
2	2	20
3	3	30
...		
9	9	90
10	10	100
11	11	110

THUS Z=110

2. READ AND TEST METHOD , IN WHICH A VALUE IS READ IN AND TESTED FOR THE END OF LOOP CONDITION .

```
REM READ AND TEST DEMONSTRATION
REM 9999 IS END VALUE
LET Z=0
1 READ X
IF X=9999 THEN 9999
LET Z=Z+X
GO TO 1
DATA 1,2,3,4,5,6,9999
9999 PRINT 'SUM=' , Z
END
```

REPLY WITH VALUE OF Z

21

C. SUMMARY

YOU HAVE SEEN HOW THE UNCONDITIONAL BRANCHES ('GO TO' AND 'COMPUTED GO TO') TRANSFER PROGRAM CONTROL, AND HOW THE CONDITIONAL BRANCH ('IF/THEN') TESTS FOR TRANSFER OF PROGRAM CONTROL; AND YOU HAVE OBSERVED THE CONTROL OF LOOPS SO THAT A PROGRAM SEGMENT MAY BE REPEATED UNTIL A SPECIFIED CONDITION IS MET. IN THE NEXT LESSON YOU WILL LEARN A BASIC STATEMENT TO CONTROL A LOOP BY THE INCREMENT AND TEST METHOD.

THE FOLLOWING PROBLEMS WILL TEST YOUR NEW SKILLS :

80

1.) WRITE A PROGRAM TO COUNT THE NUMBERS BETWEEN 50 AND 60, AND ALSO PRINT THEM OUT. THE INPUT DATA IS 10,50,35,75,62,60,54,54.

2.) WRITE A PROGRAM TO COMPUTE THE PRESENT WORTH OF AN INVESTMENT FOR SOME YEARS HENCE, AT VARING INTEREST RATES. THE FORMULA IS:
 $P=S(1/((1+I)^N))$
WHERE P=PRESENT WURTH,S=PRINCIPAL,I=INTEREST,AND N=NR.OF YEARS.
FOR DATA USE S=5000,AND I=.04-->.8, IN INCREMENTS OF .01, AND N=20

IF YOU DESIRE TO EXECUTE THESE PROGRAMS NOW
REPLY: YES ; OTHERWISE REPLY : NO

no

DO YOU WANT TO TERMINATE YOUR INSTRUCTION SESSION ?
(REPLY : YES OR NO)

no

IF YOU WANT TO EXECUTE PROGRAMS AT THIS TIME
THEN REPLY : YES ; OTHERWISE REPLY : NO AND THE INSTRUCTION
WILL CONTINUE .

no

REPLY WITH THE NUMBER OF THE LESSON YOU WISH TO COVER

EXECUTION BEGINS...

*** LESSON 5 ***
THIS LESSON WILL INTRODUCE YOU TO ITERATION , SUBSCRIPTED
VARIABLES , AND LISTS (VECTORS) AND TABLES (MATRICES).

A. ITERATION (LOOPING)

IN THE LAST LESSON YOU WERE SHOWN HOW TO USE CONDITIONAL AND UNCONDITIONAL BRANCHES TO CONTROL LOOPING . THE COUNT AND TEST ITERATIVE LOOP OCCURS SO FREQUENTLY THAT AN ABBREVIATED BASIC STATEMENT HAS BEEN DEVISED TO CONTROL LOOPING . THE ITERATIVE LOOP HAS THE FOLLOWING FORM :

```
FOR << SIMPLE VARIABLE >> = << EXPRESSION >> TO << EXPRESSION >>
    STEP << EXPRESSION >>
    ...
    ...
NEXT << SIMPLE VARIABLE >>
```

GO

FOR EXAMPLE CONSIDER THIS PROGRAM SEGMENT :

```
FOR I=1 TO 10 STEP 2
LET X=X+I
NEXT I
```

THE SIMPLE VARIABLE FOLLOWING 'FOR' IS THE LOOP INDEX . WHEN THE FOR/NEXT PAIR IS EXECUTED , THE LOOP INDEX IS GIVEN THE VALUE (INITIALIZED) OF THE FIRST EXPRESSION (I=1 IN EXAMPLE). THIS INDEX IS THEN TESTED TO DETERMINE WHETHER IT IS 'GREATER THAN' THE SECOND EXPRESSION AFTER 'TO'(10 IN EXAMPLE). IF IT IS GREATER, CONTROL IS TRANSFERRED TO THE STATEMENT FOLLOWING 'NEXT'. OTHERWISE THE REMAINING STATEMENTS WITHIN THE LOOP (FOR/NEXT) ARE EXECUTED SEQUENTIALLY UNTIL THE 'NEXT' STATEMENT IS REACHED.

GO

WHEN THE 'NEXT' STATEMENT IS REACHED , THE LOOP INDEX IS INCREASED(INCREMENTED) BY THE AMOUNT OF THE EXPRESSION FOLLOWING 'STEP' , AND CONTROL IS TRANSFERRED BACK TO THE 'FOR' STATEMENT WHERE THE LOOP CONTINUES UNTIL THE INDEX VALUE IS

GREATER THAN THE FINAL VALUE . FOR EXAMPLE :

```
REM DEMO LOOP. SUM THE NUMBERS FROM 1-->10.  
LET C=0  
FOR I=1 TO 10 STEP 1  
LET C=C+1  
NEXT I  
PRINT 'SUM=' ,C  
END
```

80

YOU WILL NOTICE THAT THE SIMPLE VARIABLE FOLLOWING 'NEXT' IS THE SAME AS THE SIMPLE VARIABLE FOLLOWING 'FOR', AND THAT THE 'NEXT' STATEMENT MARKS THE END OF THE LOOP.

BECAUSE THE INCREMENT VALUE OF A LOOP IS COMMONLY ONE(1) , THE 'STEP' MODIFIER AND ITS EXPRESSION MAY BE OMITTED , AND THE INCREMENT VALUE WILL BE ASSUMED TO BE ONE(+1). FOR EXAMPLE THE ABOVE 'FOR' STATEMENT COULD BE WRITTEN :

```
FOR I=1 TO 10
```

THE INCREMENT VALUE AFTER 'STEP' MAY BE POSITIVE OR NEGATIVE ALLOWING THE FLEXIBILITY OF LOOPING FORWARD OR BACKWARD . FOR A NEGATIVE 'STEP' VALUE THE TEST BECOMES 'LESS THAN'. FOR EXAMPLE THE FOLLOWING 'FOR' STATEMENTS ARE EQUIVALENT :

```
FOR I=1 TO 10  
FOR I=10 TO 1 STEP -1
```

80

ANOTHER USEFUL TECHNIQUE OF LOOPING IS 'NESTING' NESTING REFERS TO PLACING ONE LOOP INSIDE ANOTHER LOOP . THE INNER LOOP 'SPINS' AROUND AS MANY TIMES AS THE OUTER LOOP IS INCREMENTED . FOR EXAMPLE CONSIDER THIS PROGRAM SEGMENT

```
FOR I=1 TO 10  
FOR J=1 TO 20 STEP 2  
...  
NEXT J  
NEXT I
```

IN THIS EXAMPLE THE OUTSIDE LOOP(I) IS

REPEATED 10 TIMES, AND THE INNER LOOP(J) WOULD BE REPEATED 20 TIMES FOR EACH INCREMENT OF THE OUTSIDE LOOP, OR 200 REPETITIONS LOOPS MAY BE NESTED UP TO A MAXIMUM OF 20 ; HOWEVER , THEY CANNOT OVERLAP . THE INNERMOST LOOP MUST BE CLOSED WITH ITS 'NEXT' STATEMENT BEFORE ENCOUNTERING THE NEXT OUTER LOOP'S 'NEXT' STATEMENT . FOR EXAMPLE :

```
FOR X=10 TO 1 STEP -1  
FOR Y=3 TO 5  
FOR Z=-3 TO -5 STEP -1  
...  
NEXT Z  
NEXT Y  
NEXT X
```

80

WITHIN A FOR/NEXT LOOP CONDITIONAL AND UNCONDITIONAL BRANCHES MAY BE USED TO TRANSFER CONTROL OUT OF A LOOP OR WITHIN LIMITS OF THE SAME LOOP . HOWEVER , IT IS NOT POSSIBLE TO BRANCH INTO THE MIDDLE OF A FOR/NEXT LOOP BECAUSE LOGIC PROBLEMS OCCUR AND AN ERROR WILL RESULT . AN ADDITIONAL ITEM TO BE CAREFUL ABOUT IS USING THE INDEX VARIABLE OF THE FOR/NEXT LOOP IN COMPUTATIONS . IF YOU ALTER THE VALUE OF THE LOOP INDEX YOU WILL EFFECT THE ACTION OF THE LOOP . FOR EXAMPLE :

```
FOR I=1 TO 10  
LET I=I+10  
NEXT I  
PRINT I  
END
```

REPLY WITH VALUE OF I THAT IS PRINTED

11

YOU WILL NOW BE ASKED SOME QUESTIONS ABOUT WHAT YOU HAVE JUST LEARNED .

1.) SAMPLE PROGRAM
LET S=0
FOR K=-5 TO 5
LET S=S+K
NEXT K
PRINT 'SUM=';S
END

REPLY WITH VALUE OF S .

0

2.) SAMPLE PROGRAM
FOR I=100 TO 1 STEP 2
LET Z=I**2
LET Y= Z+10

```
NEXT I  
PRINT I  
END
```

REPLY WITH VALUE OF I

I

YOUR ANSWER IS INCORRECT . THE INDEX VALUE OF THE
LOOP(I=100) IS GREATER THAN THE FINAL VALUE(1) IN THE FIRST
TEST . THUS I=100 . IF THE LOOP WERE DECREMENTED IN STEPS OF -2
THEN THE LOOP WOULD BE EXECUTED AND THEN I=0 .

3.) SAMPLE PROGRAM

```
LET T=0  
FOR I=5 TO 1 STEP -1  
FOR J=1 TO 5  
IF I=J THEN 10  
GO TO 15  
10 LET T=T+1  
PRINT I  
15 NEXT J  
NEXT I  
PRINT T  
END
```

REPLY WITH VALUE OF T .

5

B. SUBSCRIPTED VARIABLES/LISTS AND TABLES

1. IN LESSON 1 YOU LEARNED THAT SIMPLE VARIABLES WERE A LETTER
OR A LETTER FOLLOWED BY A DIGIT . SUBSCRIPTED VARIABLES CONSIST
OF A LETTER FOLLOWED BY A SINGLE OR DOUBLE SUPSCRIPT IN PARENTHESIS
THE SUBSCRIPTS MAY BE ANY LEGAL EXPRESSION THAT EVALUATES
TO AN INTEGER VALUE . FOR EXAMPLE :

A(1) , B(3) , D(1,3) , Z'(I,J) , X(3**A) , U(A(1)) ARE LEGAL SUBSCRIPTED VARI

BUT A1(1) , Z(1,2,3) ARE ILLEGAL SUBSCRIPTED VARIABLES.

A USE OF SUBSCRIPTED VARIABLES FOLLOWS :

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2. A NUMERIC LIST , OR VECTOR , OR SINGLE DIMENSIONED ARRAY , IS A SET OF NUMERIC VALUES ARRANGED IN AN ORDERLY MANNER . FOR EXAMPLE , SUPPOSE YOU WOULD LIKE TO READ SOME NUMBERS INTO YOUR PROGRAM AND HAVE THESE NUMBERS AVAILABLE AND IDENTIFIED FOR USE AT A LATER TIME . YOU COULD ASSIGN SIMPLE VARIABLES TO EACH VALUE , BUT WHAT IF YOU HAD 100 NUMBERS ? IT IS EASIER TO THINK OF THE NUMBERS AS A LIST OF VALUES OR A VECTOR THE SIZE OF WHICH IS DETERMINED BY HOW MANY NUMBERS YOU HAVE . YOU THEN SIMPLY ASSIGN THE VALUES TO THE LIST .

80

THE FOLLOWING PROGRAM WILL ASSIGN 10 VALUES TO THE LIST 'A' WHICH CONTAINS 10 ELEMENTS :

```
DIM A(10)
FOR L=1 TO 10
READ A(L)
NEXT L
DATA 1,3,7,5,6,9,4,2,14,4
END
```

THE LIST A , CONTAINING 10 ELEMENTS , IS REPRESENTED BY THE SUBSCRIPTED VARIABLE A(L) . READ A(L) IS IN A FOR/NEXT LOOP , AND WITHIN THE LOOP THE LIST ELEMENTS A(1)-->A(10) ARE ASSIGNED VALUES . NOW THE LIST A HOLDS THE 10 VALUES AND EACH VALUE IS IDENTIFIABLE . CONSIDER THE FOLLOWING PROBLEM WHICH SEARCHES A LIST TO FIND THE LARGEST

80

```
DIM N(10)
FOR I=1 TO 10
LET N(I)=0
NEXT I
READ K
FOR J=1 TO K
READ N(J)
NEXT J
LET L=N(1)
FOR J=2 TO K
IF N(J) LT L THEN 10
LET L=N(J)
```

```
10 NEXT J  
PRINT 'LARGEST NUMBER=',L  
DATA 5,3,5,9,10,6  
END
```

REPLY WITH VALUE OF L

10

THE FIRST FOR/NEXT LOOP ZEROS OUT THE LIST.
IT IS A GOOD PRACTICE TO PUT SOME VALUES IN THE LISTS YOU USE
OTHERWISE THE COMPUTER MAY ASSIGN RANDOM VALUES. BY PUTTING
ZERO IN EACH ELEMENT OF THE LIST YOU ARE ASSURED THAT THE LIST
IS CLEANED UP BEFORE YOU USE IT.

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3. IN ADDITION TO LISTS(VECTORS), BASIC ALLOWS
YOU THE ABILITY TO USE TABLES, OR MATRICES, OR TWO DIMENSIONAL
ARRAYS. THE SUBSCRIPTS OF A TABLE REPRESENT THE ROWS AND
COLUMNS OF THE TABLE. THE FIRST SUBSCRIPT IS THE ROW AND THE
SECOND SUBSCRIPT IS THE COLUMN. FOR EXAMPLE IN TABLE'D':
D(3,4) REFERS TO THE VALUE OF THE ELEMENT IN ROW 3, COLUMN 4
OF TABLE'D'.

50

AS WITH A LIST, ANY ELEMENT OF A TABLE MAY BE
REFERENCED BY DEFINING THE PAIR OF SUBSCRIPTS AS DESIRED IN
ROW-COLUMN ORDER. IN A 3X3 TABLE(MATRIX) THE TABLE IS REFERENCED
AS FOLLOWS :

1,1	1,2	1,3
2,1	2,2	2,3
3,1	3,2	3,3

WHERE THE FIRST SUBSCRIPT IDENTIFIES THE ROW AND THE SECOND THE COLUMN.
USING THIS REFERENCE SYSTEM CONSIDER HOW TO FILL THE FOLLOWING TABLE

1	2	3
4	5	6
7	8	9

50

THIS TABLE'X' COULD BE FILLED AS FOLLOWS :

```
DIMX(3,3)  
FOR I=1 TO 3  
FOR J=1 TO 3  
READ X(I,J)  
NEXT J  
NEXT I  
DATA 1,2,3,4,5,6,7,8,9
```

END

REPLY WITH VALUE OF X(2,3)

6

NO WITH TABLE 'X' ASSIGNED VALUES CONSIDER THIS
PROGRAM (ASSUMING TABLE 'X' HAS BEEN FILLED BY THE ABOVE PROGRAM)

```
LET S=0
FOR I=1 TO 3
FOR J=1 TO 3
IF I NE J THEN S
LET S=S+X(I,J)
5 NEXT J
NEXT I
PRINT 'SUM=';S
END
```

REPLY WITH VALUE OF S

15

YOU HAVE SEEN HOW SUBSCRIPTED VARIABLES ARE
USED TO SET UP LISTS(VECTORS) AND TABLES(MATRICES). HOWEVER TO
USE LISTS AND TABLES IN A PROGRAM, YOU MUST DIMENSION THE
MAXIMUM SIZE OF YOUR LIST OR TABLE SO THAT ENOUGH SPACE WILL
BE ALLOCATED IN THE COMPUTER MEMORY. THIS DIMENSIONING IS DONE
WITH THE DIM STATEMENT.

60

C. DIM STATEMENT

THE DIM STATEMENT TELLS THE COMPUTER THE MAXIMUM SIZE OF VECTORS
AND TABLES THAT WILL BE USED IN YOUR PROGRAM. THE DIM STATEMENT
MUST APPEAR IN THE PROGRAM BEFORE ANY REFERENCE IS MADE
TO THE LIST OR TABLE. IN GENERAL PRACTICE THE DIM STATEMENT
IS USUALLY THE FIRST STATEMENT IN THE PROGRAM. THE FORM OF THE
DIM STATEMENT IS :

```
DIM <<LIST VARIABLE>> ( <<SIZE>> )
DIM <<TABLE VARIABLE>> ( <<SIZE,SIZE>> )
```

60

THE LIST AND TABLE VARIABLES ARE SUBSCRIPTED VARIABLES AS DEFINED EARLIER . THE SIZE IS AN UNSIGNED INTEGER IN PARENTHESIS WHICH DENOTES THE MAXIMUM SIZE OF THE LIST OR TABLE THE DIM STATEMENT MAY CONTAIN A NUMBER OF LISTS OR TABLES WITH THEIR SIZES SEPARATED BY COMMAS , FOR EXAMPLE :

DIM A(6),X(10,3) ,Z(14,21)

GO

IF YOU TRY TO REFERENCE AN ELEMENT IN A LIST OR TABLE BEYOND THE MAXIMUM SIZE IN THE DIM STATEMENT YOU WILL GET AN ERROR . THE MAXIMUM SIZE LIST(VECTOR) OR TABLE(MATRIX) ALLOWED BY THE CAI-BASIC COMPILER IN ANY ONE PROGRAM IS A TOTAL OF 1600 COMPUTER MEMORY SPACES . YOU WILL NOW BE ASKED SOME QUESTIONS :

1.) ARE THE FOLLOWING DIM STATEMENTS CORRECT,REPLY : YES OR NO

DIM A1(10)

yes

THE STATEMENT IS INCORRECT . SUBSCRIPTED VARIABLES ARE A'SINGLE' LETTER FOLLOWED BY ONE OR TWO SUBSCRIPTS IN PARENTHESIS .

DIM X(500),B(1,10),C(5,5,5)

no

D. SUMMARY

IN THIS LESSON YOU HAVE LEARNED HOW TO USE THE FOR/NEXT STATEMENT AND HOW TO MANIPULATE LISTS(VECTORS) AND TABLES(MATRICES) BY USING SUBSCRIPTS VARIABLES AND THE DIM STATEMENT . YOU NOW HAVE ALL THE TOOLS TO BEGIN WRITING SOPHISTICATED PROGRAMS ; AND AS YOU WRITE MORE COMPLICATED PROGRAMS , YOU WILL FIND A NEED FOR SUBROUTINES . SUBROUTINES ARE COMMONLY USED PROGRAM SEGMENTS THAT ARE USED OVER AGAIN IN OTHER PARTS OF YOUR PROGRAM SUBROUTINES ALLOW YOU TO BRANCH TO THE COMMONLY USED SEGMENT AND THEN RETURN TO WHERE YOU WERE AND CONTINUE EXECUTING . THE SUBROUTINE CAN BE'CALLED' FROM ANYWHERE IN YOUR PROGRAM . THE GOSUB STATEMENT ALLOWS SUBROUTINES IN BASIC , AND YOU WILL BE

INTRODUCED TO IT IN THE NEXT LESSON .

YOU WILL NOW BE GIVEN TWO OPTIONAL PROGRAMMING PROBLEMS TO EXERCISE YOUR NEW TOOLS .

1.) WRITE A PROGRAM TO REVERSE THE NUMBERS IN A 10-ELEMENT LIST 'X' IN OTHER WORDS INTERCHANGE X(1) WITH X(10), X(2) WITH X(9), ETC. READ IN TEN VALUES AND TEST YOUR PROGRAM BY PRINTING THE LIST BEFORE AND AFTER .

2.) WRITE A PROGRAM TO ARRANGE THE FOLLOWING LIST IN DESCENDING ORDER : 10,30,5,15,40 . ONE METHOD OF APPROACHING THIS IS TO CHECK THE FIRST ELEMENT OF THE LIST AGAINST THE SECOND . IF THE FIRST IS NOT LARGER THEN EXCHANGE THE TWO , OTHERWISE GO AND COMPARE THE NEXT TWO IN THE LIST. THIS PROCESS IS REPEATED UNTIL THERE ARE NO MORE EXCHANGES TO BE MADE . A COUNT OF THE EXCHANGES CAN BE MADE , AND WHEN THE COUNT EQUALS 0 THE LIST IS IN ORDER.

GO

IF YOU WANT TO EXECUTE THESE PROBLEMS REPLY : YES , OTHERWISE NO ,

NO

IF YOU WOULD LIKE TO SEE A SOLUTION TO THE PROBLEMS REPLY : YES , OTHERWISE NO

NO

DO YOU WANT TO TERMINATE YOUR INSTRUCTION SESSION ?
(REPLY : YES OR NO)

NO

IF YOU WANT TO EXECUTE PROGRAMS AT THIS TIME
THEN REPLY : YES ; OTHERWISE REPLY : NO AND THE INSTRUCTION
WILL CONTINUE .

NO

REPLY WITH THE NUMBER OF THE LESSON YOU WISH TO COVER

EXECUTION BEGINS...

*** LESSON 6 ***
THIS LESSON WILL INTRODUCE YOU TO SUBROUTINES AND THE PROGRAMMING TECHNIQUE CALLED 'RECURSION'.

A. SUBROUTINES

IN MANY PROGRAMS A BLOCK OF STATEMENTS MAY BE NEEDED ON MORE THAN ONE OCCASION. SINCE THE REPETITION OF A BLOCK OF STATEMENTS IS BURDENSOME, A TECHNIQUE TO ECONOMIZE ON CODING INSTRUCTIONS CALLED A SUBROUTINE, IS PRESENTED. THE FORM OF THE SUBROUTINE IS :

```
GOSUB << STATEMENT NUMBER >>
...
...
RETURN
```

GO

EXECUTION OF THE GOSUB STATEMENT CAUSES THE COMPUTER TO TRANSFER CONTROL TO THE STATEMENT NUMBER AFTER 'GOSUB'. WHEN CONTROL IS TRANSFERRED, STATEMENTS ARE EXECUTED SEQUENTIALLY UNTIL A 'RETURN' IS ENCOUNTERED. AT THAT TIME, CONTROL IS RETURNED TO THE NEXT STATEMENT FOLLOWING THE 'GOSUB' STATEMENT WHICH 'CALLED' THE SUBROUTINE. FOR EXAMPLE CONSIDER THE PROGRAM SEGMENT :

GO

```
...
PRINT A,B,C,D,E
GOSUB 500
FOR I=1 TO E
...
...
500 REM SUBROUTINE
LET X=A+B
LET Z=B+C
LET R=SQR(D)
RETURN
...
```

GO

THE SUBROUTINE CONSISTS OF A SEQUENCE OF BASIC STATEMENTS ENDING WITH A 'RETURN' STATEMENT . THE SUBROUTINE MAY ONLY BE ENTERED FROM A 'GOSUB' STATEMENT , AND WILL ONLY RETURN TO ITS PROPER PLACE AFTER ENCOUNTERING A 'RETURN' STATEMENT . ALL THE VARIABLES OF THE MAIN PROGRAM ARE AVAILABLE (PASSED) TO THE SUBROUTINE , AND VICE VERSA . THE VARIABLES IN THE SUBROUTINE MUST BE CHOSEN CAREFULLY SO AS NOT TO ACCIDENTLY CONFLICT OR ALTER VARIABLES IN THE MAIN PROGRAM .

50

THE FOLLOWING PROGRAM TO COMPUTE THE GREATEST COMMON DENOMINATOR(GCD) OF THREE NUMBERS BY EUCLID'S ALGORITHM WILL DEMONSTRATE A USE OF SUBROUTINES :

```

REM FIND GCD OF A,B,C
PRINT 'A','B','C','GCD'
20 READ A,B,C
IF C=9999 THEN 9999
LET X=A
LET Y=B
REM G=GCD OF A,B
GOSUB 200
LET X=G
LET Y=C
REM G=GCD OF G,C
GOSUB 200
PRINT A,B,C,G
GO TO 20
200 LET Q=INT(X/Y)
LET R=X-Q*Y
IF R=0 THEN 300
LET X=Y
LET Y=R
GO TO 200
300 LET G=Y
RETURN
DATA 60,90,120
DATA 38456,64872,98765
DATA 0,0,9999
9999 END

```

OUTPUT PRODUCED :

A	B	C	GCD
60	90	120	30
38456	64872	98765	1

50

GOSUB STATEMENTS MAY BE NESTED TO LOGICALLY
CALL ANOTHER GOSUB , SIMILAR TO FOR/NEXT NESTED LOOPS . YOU
MUST ONCE MORE BE CAREFUL ABOUT THE STATUS OF VARIABLES BECAUSE
VARIABLES WILL BE PASSED FROM ONE SUBROUTINE TO ANOTHER .
A SUBROUTINE THAT IS NESTED SO THAT IT CALLS ITSELF IS CALLED
RECURSION OF SUBROUTINES OR RECURSION .

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b. RECURSION
RECURSION IS A PROGRAMMING TECHNIQUE IN WHICH SUBROUTINES CAN
CALL THEMSELVES .FOR EXAMPLE CONSIDER THIS PROGRAM WHICH FINDS
THE FACTORIAL OF A NUMBER USING ITERATIVE METHODS AND THEN
USING RECURSION :
REM FACTORIAL : $F(N)=1*2*3*....*(N-1)*N$
PRINT'ITERATIVE SOLUTION'
PRINT'N','F(N)'
10 READ N
IF N GT 0 THEN 20
GO TO 50
20 PRINT N,
GOSUB 100
PRINT F
GO TO 10
100 REM ITERATIVE SOLUTION
LET F=1
FOR I=1 TO N
LET F=F*I
NEXT I
REM RETURN $F=FACTORIAL(N)$
RETURN
50 REM FACTORIAL : $F(N)= IF N=0 THEN F(N)=1$
REM OTHERWISE , $F(N)=N*F(N-1)$
RESTORE
PRINT'RECURSIVE SOLUTION'
60 READ N
IF N GT 0 THEN 70
GO TO 9999
70 PRINT N,
GO SUB 200
PRINT F
GO TO 60
200 REM RECURSIVE SOLUTION
IF N GT 0 THEN 210
LET F=1
RETURN
210 LET N=N-1
REM RECURSIVE CALL

```
GOSUB 200
LET N=N+1
LET F=F*N
RETURN
DATA 2,5,8,6,-1
999 END
```

50

IN THE ITERATIVE METHOD THE FACTORIAL FUNCTION, $F(N)$, WAS MULTIPLIED BY ITSELF IN A LOOP FROM $i=1-->N$. IN THE RECURSIVE SOLUTION THE FACTORIAL FUNCTION, $F(N)$, IS DEFINED IN TERMS OF ITS FINAL VALUE. WHEN $N=0$, $F(N)=1$; OTHERWISE $F(N)=N*(FACTORIAL OF N-1)$.

TO KEEP TRACK OF WHERE THE SUBROUTINE CALLS RETURN IN RECURSION IT HELPS TO EVISIONING A LAST-IN-FIRST-OUT (LIFO) STACK CONTAINING THE ADDRESS OF THE GOSUB STATEMENTS. EVERY TIME A GOSUB IS ENCOUNTERED, PUT ITS ADDRESS ON TOP OF THE STACK (PUSHING DOWN ANYTHING PREVIOUSLY ON THE STACK). THEN EVERY TIME A RETURN IS ENCOUNTERED, RETURN TO THE TOP ADDRESS ON THE STACK (AND POP UP THE NEXT ADDRESS ON THE STACK).

50

TO FULLY UNDERSTAND THE CONCEPT OF RECURSION YOU SHOULD STEP THROUGH THE FACTORIAL PROBLEM BY HAND USING THE HELP OF THE STACK TO SEE HOW RECURSION WORKS. IF YOU UNDERSTAND THE CONCEPT OF RECURSION YOU ARE READY TO SOLVE THIS PROBLEM :

```
LET X=1
GOSUB 100
PRINT X
GO TO 9999
100 LET X=X+1
    IF X GT 3 THEN 150
    GOSUB 100
150 LET X=X+1
RETURN
9999 END
```

REPLY WITH VALUE OF X

5

YOUR ANSWER IS INCORRECT . CONSIDER THE FOLLOWING
TABLE OF VALUES FOR X , AND ITEMS IN THE STACK(1-FIRST GOSUB, 2-SECOND GOSUB)

X=1	STACK
	1
X=2	STACK
	2
	1
X=3	STACK
	2
	2
	1
X=4	
X=5	STACK
	2
	1
X=6	STACK
	1
X=7	

YOU SHOULD STEP THROUGH THIS
EXAMPLE UNTIL YOU UNDERSTAND THE RECURSION TECHNIQUE . HOWEVER,
KNOWING HOW TO USE RECURSION IS NOT A REQUIREMENT FOR KNOWING
HOW TO USE BASIC , IT IS ONLY A CLASSIC PROGRAMMING TECHNIQUE .

C. SUMMARY

SUBROUTINES AND RECURSION ARE A VALUABLE ADDITION TO YOUR REPERTOIR
OF BASIC STATEMENTS . THEY SAVE BOTH PROGRAMMER TIME AND
COMPUTER STORAGE SPACE . THE GOSUB/RETURN COMMAND AND THE OTHER
TWELVE BASIC STATEMENTS THAT YOU HAVE ALREADY LEARNED AND USED
FORM THE BASIC LANGUAGE .
THE FACILITY THAT YOU GAIN IN PROGRAMMING BY USING THE BASIC
LANGUAGE WILL DEPEND UPON HOW OFTEN YOU EXERCISE YOUR SKILLS.
THE LAST LESSON WILL PROVIDE YOU WITH A BRIEF SUMMARY OF THE
BASIC LANGUAGE .

GO

THE FOLLOWING PROBLEMS WILL TEST YOUR LATEST SKILLS :

1. COMPUTE THE NET SALARY , RETIREMENT CONTRIBUTION
AND TAX FOR N EMPLOYEES. NET PAY=GROSS SALARY-RETIREMENT-TAX
USE SUBROUTINES TO CALCULATE :
 - A) RETIREMENT CONTRIBUTION
 - IF SALARY <\$800 , R=\$0.0
 - IF SALARY <\$2500 , R=\$10.
 - IF SALARY >\$2500 , R=\$20,
 - B) TAX
 - IF SALARY <\$600 , T=\$5 ; OTHERWISE
 - T=.03(SALARY)

THE DATA IS:
EMPLOYEE GROSS SALARY

JONES	3000
SMITH	5500
BROWN	475
DALEY	10,500
BERRY	4300

2. WRITE A RECURSIVE PROGRAM TO SUM THE NUMBERS
FROM X TO Y . READ IN YOUR OWN DATA AND TEST YOUR PROGRAM .

EO

IF YOU WANT TO EXECUTE THESE PROGRAMS NOW , THEN
REPLY : YES , OTHERWISE NO

NO

DO YOU WANT TO TERMINATE YOUR INSTRUCTION SESSION ?
(REPLY : YES OR NO)

NO

IF YOU WANT TO EXECUTE PROGRAMS AT THIS TIME
THEN REPLY : YES ; OTHERWISE REPLY : NO AND THE INSTRUCTION
WILL CONTINUE .

NO

REPLY WITH THE NUMBER OF THE LESSON YOU WISH TO COVER

EXECUTION BEGINS...

*** LESSON 7 ***

THIS LESSON SUMMARIZES THE BASIC DEFINITIONS AND BASIC STATEMENTS THAT YOU HAVE LEARNED IN CAI-BASIC .

A. BASIC DEFINITIONS

1. ALPHA-NUMERIC CHARACTERS :

A) DIGITS : 0-->9

B) LETTERS : A-->Z

C) SPECIAL CHARACTERS : * / + - () = ! , \$

2. STATEMENT NUMBERS : ONE TO FOUR DIGITS (0-->9999)

3. STRING : ANY SEQUENCE OF ALPHA-NUMERIC CHARACTERS ENCLOSED IN 'SINGLE' QUOTES . EG. 'HELP'

GO

4. NUMBERS : (LIMITED TO 9 DIGITS)

A) INTEGERS : DIGITS WITH NO FRACTIONAL PART . EG. 5,7,10

B) REAL : DIGIT WITH A FRACTIONAL PART . EG. 5.0,7.31,-16.0
A NUMBER MAY BE PRECEDED BY A SIGN (+,-) , BUT IS ASSUMED TO BE POSITIVE IF NONE IS GIVEN .

5. VARIABLES :

A) SIMPLE VARIABLES : A SINGLE LETTER , OR A SINGLE LETTER FOLLOWED BY A DIGIT . EG. A,A1,B6,Z0

B) ALPHA VARIABLES : A SINGLE LETTER FOLLOWED BY A DOLLAR SIGN (\$) EG. A\$,V\$

C) SUBSCRIPTED VARIABLE : (SINGLE LETTER)

(1) SINGLE SUBSCRIPT : <<LETTER>> (<<EXPRESSION>>)

(2) DOUBLE SUBSCRIPT : <<LETTER>> (<<EXPRESSION,EXPRESSION>>)

EG

A(5),Z(5,10),X(A=B,X**2)

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5. OPERATORS : (LISTED IN DECENDING HIERARCHY)

- A) EXPONENTIATION **
- B) MULTIPLICATION *
- C) DIVISION /
- D) ADDITION +
- E) SUBTRACTION -

6. EXPRESSIONS :

- A) SINGLE NUMBER OR VARIABLE EG. 10,-.53,D,X(I,J)
- B) BUILT IN FUNCTION EG. SQR(10),TAN(.75)
- C) ARITHMETIC EXPRESSION : EXPRESSIONS SEPARATED BY OPERATORS AND GROUPED BY PARENTHESIS . EG. 5+6.0 , A**2(3*x-b)

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7. RELATIONS

- A) GT A GT B A GREATER THAN B
- B) GE A GE B A GREATER THAN OR EQUAL TO B
- C) LT A LT B A LESS THAN B
- D) LE A LE B A LESS THAN OR EQUAL TO B
- E) NE A NE B A NOT EQUAL TO B
- F) = A = B A EQUAL TO B

B. BASIC STATEMENTS

1. REM << ANY SET OF ALPHA-NUMERIC COMMENTS >>
2. READ << VARIABLE,....,VARIABLE >>
3. END

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4. LET << VARIABLE >> = << EXPRESSION >>
5. PRINT << 'STRING' OR EXPRESSION,....,'STRING' OR EXPRESSION >>
OR SIMPLY PRINT
6. DATA << 'STRING' OR NUMBER,....,'STRING' OR NUMBER >>

7. RESTORE OR RESTORE\$
8. IF << EXPRESSION >> << RELATION >> THEN << STATEMENT NUMBER >>
9. GO TO << STATEMENT NUMBER >>
10. ON << EXPRESSION >> GO TO << STATEMENT NUMBER, . . . , STATEMENT NUMBER >>
11. FOR << SIMPLE VARIABLE >> = << EXPRESSION >>
 TO << EXPRESSION >> STEP << EXPRESSION >>

NEXT << SIMPLE VARIABLE >>
12. DIM << LETTER >> (<< INTEGER EXPRESSION >>) OR
 DIM << LETTER >> (<< INTEGER EXPRESSION, INTEGER EXPRESSION >>)
13. GOSUB << STATEMENT NUMBER >>

RETURN

go

THAT CONCLUDES YOUR INSTRUCTION WITH CAI-BASIC.
HOWEVER, YOU ARE INVITED TO USE WHATEVER FACILITIES OF CAI-BASIC
YOU DESIRE AT ANY TIME. IF YOU HAVE NOT RUN PROGRAMS UNDER
THE OS/BATCH MODE (PUNCHING YOUR OWN CARDS AND HANDING THEM
ACROSS THE COUNTER TO BE RUN), YOU SHOULD GET THE BASIC MANUAL,
TECHNICAL NOTE NR. 0211-12, IN ROOM I-147 TO FIND THE PROPER
JOB CONTROL CARDS REQUIRED. GOOD LUCK WITH THE COMPUTER, AND
REMEMBER IT ONLY DOES WHAT YOU TELL IT TO DO - GIGO (GARBAGE IN
GARBAGE OUT).

DO YU WANT TO TERMINATE YOUR INSTRUCTION SESSION ?
(REPLY : YES OR NO)

no

IF YOU WANT TO EXECUTE PROGRAMS AT THIS TIME
THEN REPLY : YES ; OTHERWISE REPLY : NO AND THE INSTRUCTION
WILL CONTINUE .

yes

**** CAIBASIC COMPILER ****

THE CAIBASIC COMPILER IS A LINE BY LINE INTERPRETER .THE BASIC

INTERPRETER ACCEPTS STANDARD BASIC STATEMENTS , AND IT ANALYZES EACH BASIC STATEMENT AS IT IS INPUT . AN ADDED FEATURE OF THE CAIBASIC COMPILER IS AN EDITING AND A DEBUGGING ROUTINE THAT ALLOWS THE USER TO ADD , DELETE AND CORRECT STATEMENTS ; AND TO GET A LISTING OF ALPHA-NUMERIC AND NUMERIC DATA USED , AND A TRACE OF ALL SIMPLE VARIABLES AS THEY ARE ASSIGNED VALUES IN THE PROGRAM.

THE DEBUG FEATURE IS USED BY ADDING THE KEY WORD DEBUG AS A STATEMENT TO YOUR PROGRAM .

THE EDITING MODE IS AVAILABLE TO THE USER WHEN AN EXECUTION ERROR OCCURS AND AFTER SUCCESSFUL EXECUTION .

IN THE EVENT OF AN INPUT ERROR THE INTERPRETER WILL ANALYZE THE ERROR AND PRINT AN ERROR MESSAGE. IF THIS OCCURS FIND THE ERROR , AND INPUT THE CORRECT BASIC STATEMENT FOR THE CURRENT LINE OF INPUT .

(NOTE : TYPING ERRORS CAN BE DELETED BY TYPING FOUR DOLLAR SIGNS (\$\$\$) ON THE SAME LINE AS THE ERROR , HITTING CARRIAGE RETURN , AND INPUTTING THE LINE AGAIN .)

**** CAIBASIC EXECUTION ****

INPUT BASIC PROGRAM NOW (ONE LINE AT A TIME)

```
let x=1  
gosub 100  
print x  
go to 9999  
100 let x=x+1  
    if x gt 3 then 150  
    gosub 100  
150 return  
9999 end
```

DO YOU WANT TO EDIT YOUR PROGRAM
REPLY : YES OR NO .

yes

**** CAIBASIC EDIT MODE ****

BY USING THE REFERENCE NUMBERS LISTED TO THE LEFT OF YOUR BASIC PROGRAM STATEMENTS YOU MAY ADD , DELETE , OR CORRECT ONE LINE OF THE PROGRAM AT A TIME . IN ALL EDITING THE FIRST STEP IS TO INPUT THE PROGRAM STATEMENT REFERENCE NUMBER AND HIT THE CARRIAGE RETURN . THE SECOND STEP DEPENDS ON WHAT EDITING YOU DO :

1. DELETE
THE BASIC STATEMENT REFERENCED IS DELETED BY TYPING THE LETTERS DEL
2. CORRECT
TO CORRECT THE BASIC STATEMENT REFERENCED TYPE IN THE COMPLETE CORRECT BASIC STATEMENT .
3. ADD
A BASIC STATEMENT IS ADDED 'AFTER' THE BASIC STATEMENT REFERENCED BY TYPING THE LETTERS ADD1 FOLLOWED BY THE BASIC STATEMENT . ALL BLANKS FOLLOWING THE LETTERS ADD1 WILL BE INCLUDED IN THE BASIC STATEMENT . TO PLACE A STATEMENT 'BEFORE' THE FIRST STATEMENT IN THE PROGRAM , USE THE REFERENCE NUMBER 0 .

```
1      LET X=1
2      GOSUB 100
3      PRINT X
4      GO TO 9999
5      100 LET X=X+1
6          IF X GT 3 THEN 150
7          GOSUB 100
8      150 RETURN
9      9999 END
```

INPUT REFERENCE NUMBER NOW
8

INPUT EDITING NOW (DEL,BASIC STATEMENT,ADD1....)

150 let x=x+1

MORE CORRECTIONS TO BE MADE ?? REPLY: YES ;
OR REPLY: NO AND THE EDITED PROGRAM WILL BE EXECUTED .

YES

```
1      LET X=1
2      GOSUB 100
3      PRINT X
4      GO TO 9999
5          100 LET X=X+1
6          IF X GT 3 THEN 150
7          GOSUB 100
8          150 LET X=X+1
9      9999 END
```

INPUT REFERENCE NUMBER NOW

INPUT EDITING NOW (DEL,BASIC STATEMENT,ADD1....)

add1 return

MORE CORRECTIONS TO BE MADE ?? REPLY: YES ;
OR REPLY: NO AND THE EDITED PROGRAM WILL BE EXECUTED .

no

```
LET X=1
GOSUB 100
PRINT X
GO TO 9999
100 LET X=X+1
IF X GT 3 THEN 150
GOSUB 100
150 LET X=X+1
RETURN
9999 END
```

7

DO YOU WANT TO EXECUTE ANOTHER PROGRAM
REPLY : YES OR NO .

no

DO YOU WANT TO TERMINATE YOUR INSTRUCTION SESSION ?
(REPLY : YES OR NO)

yes
R; T=6.99/23.96 15.56.04

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